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PSM2

#37

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HOT NEW GAMES!

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MASSIVE! Show Report INSIDE!

STARRING!

GHOST HUNTER

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ENTER THE MATRIX

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COLIN MCRAE RALLY 04

DRIVEN! Colin shows GT4 his dirrrty mudflaps!

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FIRST WITH

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PSM2 COVER GAME! PG32

GHOSTHUNTER

Sony's scare-em-up is just one of the amazing new games coming soon. Flip to page 8 NOW for the best E3 show coverage in the business.

BY CHOOSING BRITAIN'S BEST PS2 MAG, EVERY MONTH WE GUARANTEE YOU:

THE SHARPEST OPINIONS

Unlike other magazines, we're not 'in bed' with the industry – we can write what we want, when we want. We're the only mag to bring you hands-on verdicts of games while they're still being made and it's against PSM2's reviews that others are judged. Our readers always come first and we'll never betray your trust.

THE CLEAREST INFORMATION

Don't put up with magazines that give you 400 words of indulgent drivel before they actually start talking about a game. PSM2 gets straight to the point while the others are still up their own arses. No-one comes close to the quality of our writing and we guarantee you the best, most exclusive screenshots every single issue.

THE RICHEST DETAIL

We play games longer and harder than anyone else and stuff every page with the detail we find. We want to show you what it's like to feel the rain on the screen in *Metal Gear Solid 2* and floor an Audi TT around central London in *The Getaway*. The result? By reading PSM2, you're the most informed people on the planet.

THE BIGGEST GAMES

As well as bringing you unrivalled coverage of every new UK game, we review the biggest titles as soon as they hit Japan and America – so you know which ones are worth waiting for. If a game's not in PSM2, it's not worth knowing about. Anyone who decides to sneak a game on to the shelves behind our backs can't be trusted.

THE HOTTEST DVD ACTION

Forget a disc full of developer-approved CG and misinformed, patronising press release voiceovers – we carry more in-game footage than any other mag. In fact, we show you more games in action, full stop (don't let inferior mags try and tell you otherwise). No-one can better the kind of inside info we get. You won't miss a thing. And it's all free.

WARNING: PSM2 ISN'T ABOUT...

Piss-poor, seen-it-before features on girls 'n' games. Or game violence. Or piracy in the games industry. It's not about *those* Japs being mad or D-list celebrities playing some random title. We don't review music CDs or ice creams. We won't waste space with such clichéd trash – we'll let other magazines do that.

PSM2 • OFTEN IMITATED • NEVER BETTERED

WELCOME TO PSM2

QUALITY AND QUANTITY? THAT'S NOT RIGHT. YOU CAN'T HAVE BOTH!

Morning. [Yawn]. Sleep well? What time is it? Half past four? Wow, I'm early this morning! I'm as bright as a pearly king's waistcoat! Feel fantas... what do you mean half past four in the afternoon? Wha?... Jesus! Curse this miserable day-for-night affliction!

You know when you're so tired that you're in danger of nodding off on the bus and waking up in Peterborough? Well we're more tired than that. It's E3, y'see. We came, we saw, we played a lot of videogames, we filmed a lot of video and – well – we didn't get a lot of sleep. And then we came back to Britain and they've only gone and changed *time* since the last time we went to bed. Gah!

But it's so worth it. Our heads are throbbing with PS2 games that not only set new levels for quality (*Jak 2: Renegade, MGS3, Resi Outbreak*) but quantity too. There were, at the last count, 336 new PS2 games being shown, of which we selected 54 as being worthy of inclusion in our magazine.

Now, 54 is an odd number (we could have said 60 Fresh Reasons Why PS2 Rocks) but that extra six games would – in our opinion – have taken the edge off one of the best E3 shows ever. We want to bring you the best games in the world every month and so we're staying true to our promise. If PSM2 haven't told you about it or reviewed it, then it's not worth your time.

People can moan about the lack of originality in games (or put some crummy 'new' R-Type game on their covers) but we say get with the program. 2003 rules. OK?

THE PSM2 TEAM

PLAYSTATION 2 MAGAZINE
PSM2

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PLAYING PS2 LONGER, HARDER, FASTER
コンテンツ

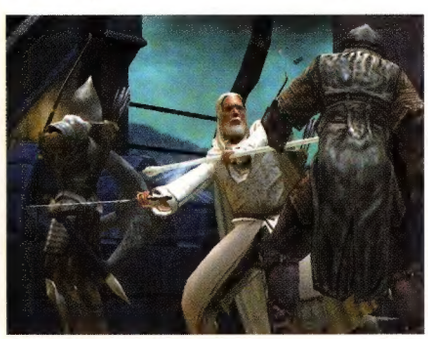
16 PAGES OF NEW GAMES FRESH FROM E3. THE ULTIMATE SHOW REPORT STARTS PG54

E3 SHOW REPORT ..... PAGE 8
The best from the greatest gameshow on Earth.

WORLD EXCLUSIVE!

GHOSTHUNTER

Spooks, ghouls, phantoms, apparitions... Call 'em what you like. They're all just target practice for mean, keen Lazarus Jones in *Ghosthunter*. Cue some dry ice, cue Vincent Price, cue a massive escapee from Scrapheap Challenge controlled entirely by poltergeists. It's a weird trip, but we're lovin' every second of it.



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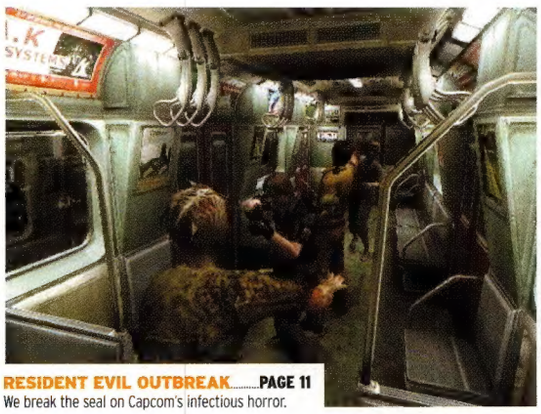

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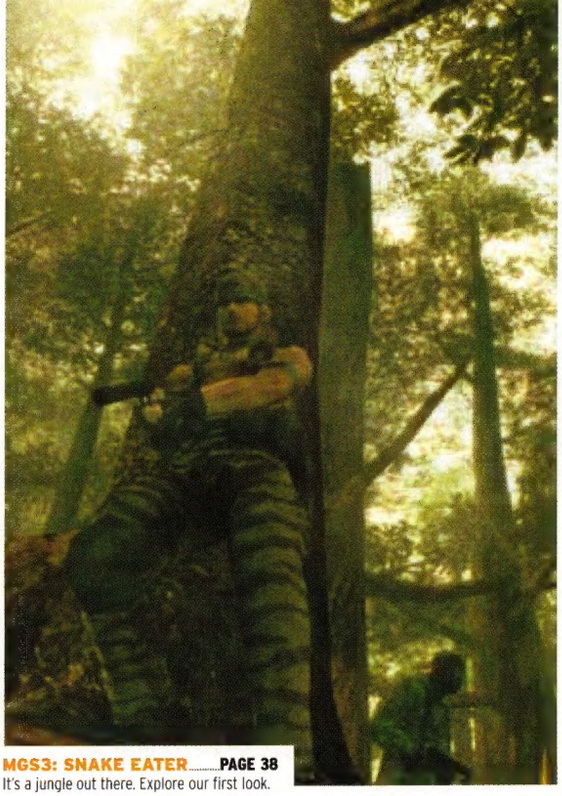

MGS3: SNAKE EATER.....**PAGE 38**
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"IN THE EVENT OF AN EMERGENCY, TRY SHOUTING 'FOR THE LOVE OF BABY JESUS, WORK, YOU BASTARD'" - PG92

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ISSUE #37 "GHOST GUARD"
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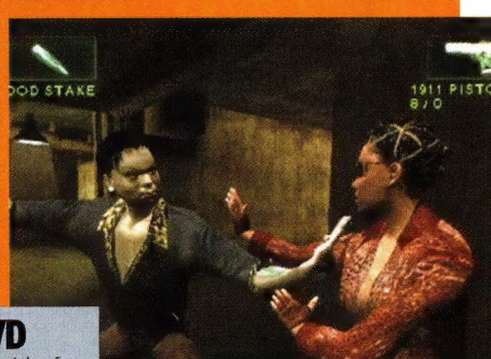


DVD
The pick of this month's DVD releases reviewed.. **82**

ENTER THE MATRIX.....**PAGE 106**
Jack in and receive PSM2's own data feed of all things Niobe. Think you know kung-fu? You will after this...

"THE ORANGE WRITING TELLS YOU WHAT SECTION YOU'RE IN – THE BLUE HIGHLIGHTS WHAT YOU'RE ABOUT TO CHOOSE"

PSM2DVD 37

We're gonna getcha, we're gonna getcha. You can only escape this when we let-cha! PSM2's DVD got the heat you need. It's da bomb.

GRAN TURISMO 4

Kazanori Yamauchi loves his cars, y'know. Really, *really* loves 'em. What he doesn't know about gear ratios, torque and turbo chargers isn't worth knowing Which is why *Gran Turismo*'s the most comprehensive driving experience to be found this side of joining the Ferrari F1 team. And why we're getting moist in anticipation for *GT4*, hot from Los Angeles comes the exclusive first glimpse of what promises to be Yamauchi's finest hour yet. 500 cars, 100 brand new tracks, graphics that'll make grown men blub and six-player online racing – now *that's* what we're talking about.

Then there's the small matter of the complete *Metal Gear Solid 3* 12 minute trailer. And an exclusive first look at the equally dazzling *Colin McRae 04*. Oh, and did we mention *Ghosthunter*? And *Sonic*? Or *SSX3*? Then there's... Oh look, just play the disc and see.

GET THE MOST FROM YOUR DISC...

DOLBY 5.1 SOUND

The PSM2 DVD now sports full 5.1 support with portions of the DVD soundtrack and, where available, the game noise itself being presented in full Dolby Digital 5.1 surround sound. If you don't have the gear, fret not. Our disc works perfectly in stereo or mono.

PIN-SHARP PICTURE

We've optimised the presentation of the disc to provide high quality playback on any TV using any connection. But for maximum enjoyment, we recommend you get hold of a lead with S-Video connection for your PS2 (around £15). Either that or watch the disc in RGB-o-vision with a regular DVD player.

SYSTEM MODIFICATIONS

Want to make your DVD playback even louder and sharper through the lead that came with your PS2? Simply pause your disc (by pressing ▶ II) and locate the Set-Up option (top row and right). Go to Audio options and set the DVD Volume option to +2. Do the same for DVD Sharpness.

COMPLETE BUYER'S GUIDE

The PSM2 DVD isn't just a monthly collection of the hottest in-game action from the biggest new titles. It also features a review vault of every PS2 game, plus video-reviews of our top recommendations. Finished watching the footage? Try out our unique branching directory.

SHHH. IT'S A SECRET...

Finally, when you think you've explored the disc completely, you haven't. We've deposited some secret footage on the DVD. As always, we'll reveal where it was and what it was next month. In the meantime, to find out how to unlock last disc's egg, see over there...

THE BEST GAMES • THE BIGGEST DISC

NEW TO PSM2? START HERE...

1. THE MONOLITH

After thrilling to our full-on DVD intro, your journey through harsh reality brings you to the PSM2 Monolith – a peaceful and perfect place where you can choose from one of five PSM2 game-realms to visit.

THE MONOLITH: Here's where your journey starts. Explore every section to release three and a half hours of entertainment.

2. GETTING AROUND

Whether you're using a DualShock 2, PS2 remote, using a PC's mouse or simply watching through a DVD player, it's simple to find what you want. Here's the PS2 basics...

While you're watching Reviews, click down the R3 Analogue stick to hear what the PSM2 team think...

3. BROWSING

Your DVD has five main sections: Accelerator, Coming Soon, Reviews, Pro Tips and Extras. Each of these is split further for your ease and entertainment.

THE SUB NAVIGATOR
In each section you can move the blue highlight left to this column and choose similar parts of the disc.

MAIN MENU
Move the blue highlight down here to access all the other sections of the DVD – no need to go back to the start. Magic.

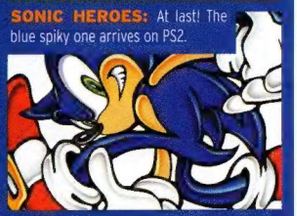
GAMES
Scroll the blue highlight up and down here – click ⊗ once to select, then again to play.

EASY GUIDE Orange shows you what section you're in, blue what you're about to choose.

THIS MONTH'S HIGHLIGHTS...

METAL GEAR SOLID 3: 12 minutes of all-new Koj' magic. You won't believe your eyes.

R&C: GOING COMMANDO: First glimpse of the sequel.



SONIC HEROES: At last! The blue spiky one arrives on PS2.

STARCRAFT GHOST: Exclusive action only in PSM2.

ACCELERATOR

The biggest developments from around the globe in one eye-rinsing news burst.

Press ⊗ to play the newsreel.

COMING SOON

Home to upcoming games, it's split into five zones.

Hands-On Previews
All the latest game footage and trailers.

Developer Insight
We corner friends from the videogame world and make them speak for you.

Spy Cam
Our game spies are always ready to bag behind-the-scenes footage that other mags wouldn't even dare to record. It's exclusive, for your eyes only.

Overload
It's the best of the rest – exactly the same as in the magazine.

Import Round-Up
From hot new games to multi-million best sellers. Here's what's moving and shaking in Japan right now.

Press ← to use the Sub Navigator and make a selection.

REVIEWS

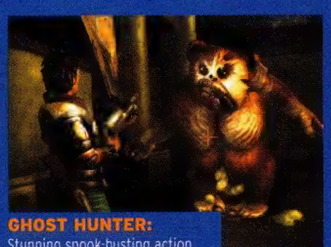
All the insight of PSM2's famous reviews on a DVD.

Recent Releases
See 'em in action, check the PSM2 verdict and listen to the team emptying their heads into your ears.

Absolute PS2
A unique branching directory of every PSM2 review – an essential resource, updated every month.

Must Buy
We've broken down the entire PS2 back catalogue into popular types of game. Choose your favourite genre, and then check out our recommended titles – click ⊗ to see the review and R3 for commentary.

Press ← to use the Sub Navigator and make a selection.



GHOST HUNTER: Stunning spook-busting action.

PRO TIPS

No other mag brings you top guides and reader show-offs.

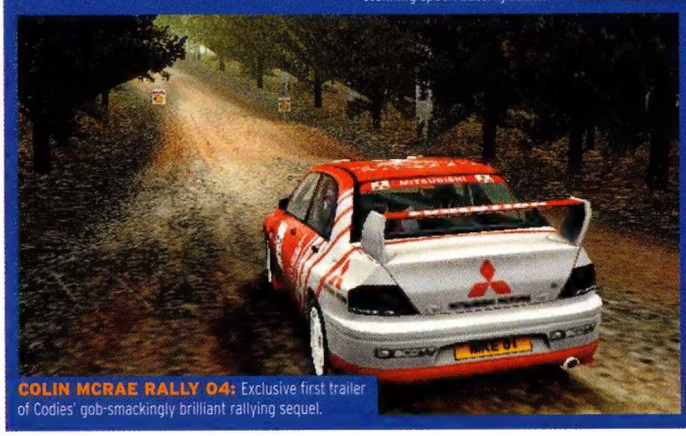
Pro Dojo
We want to make you famous. Take part in our challenges (see pg98) and earn a place in DVD history. Note: the quality of playback may suffer due to source material being supplied on VHS.

The Experts
We single out a star performance each month. This can be from one of PSM2 team, the game's developer, an award-winning pro gamer, or you...

Access All Areas
A massive volume of life-saving tips, codes and cheats.

Press ← to use the Sub Navigator and make a selection.

JAK 2: RENEGADE: Brand new in-game footage of *J&D*'s return to PS2. Don't miss this!



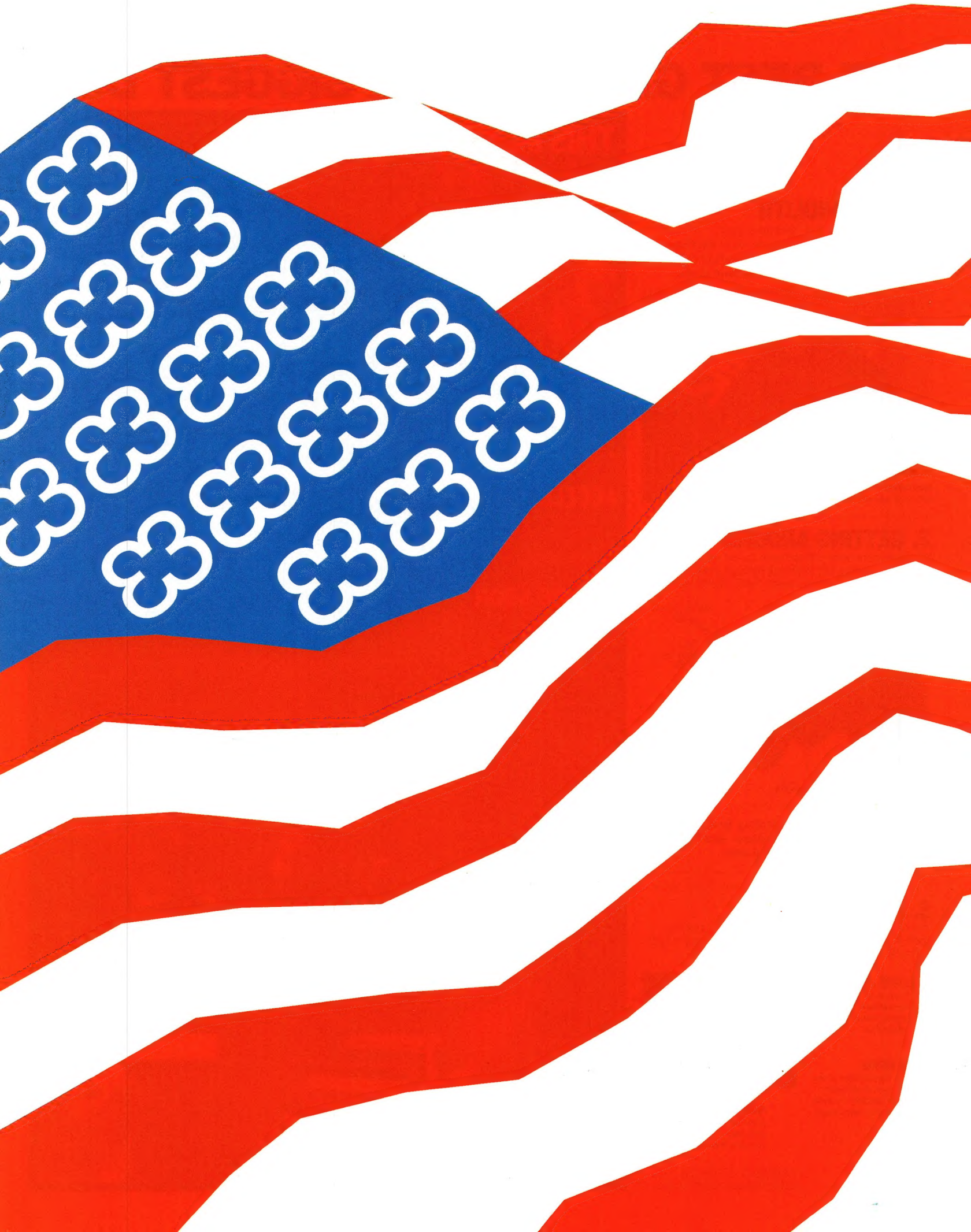
COLIN MCRAE RALLY 04: Exclusive first trailer of Codies' gob-smackingly brilliant rallying sequel.

EXTRAS

You'll find Showreel and Random Factor selections hidden away here. Play the entire content of the disc in order or – hey! – at random.

LAST MONTH...

Issue 36's secret footage is an interview with up-coming Brit IndyCar driver Dan Wheldon. To find it, head to reviews, and press up off the first page of games. Cha-ching!



PSM2 EXCITEMENT RATING

"How can we tell the readers how much we loved a game? We can't score them yet (most of them are about as finished as a certain symphony). No. Let's attach a heart-rate monitor to Dan D's tiny heart and write down how many beats per minute he clocks up. Simple."

E3: THE GREATEST GAMES SHOW ON EARTH (AKA: FOUR DAYS OF LIVING AND BREATHING PS2) GAME ON...

Every year we play every new PS2 game in the world. This is our story.

IS IT THAT time of the year already? E3 time? Time to break out the running shorts, talc, comfortable trainers, and relaxing muscle rub? Time to stock up on Alka Seltzer, ear plugs and batteries? Time to pray to the God of clocks to stop time *just for five tiny minutes* to allow you to make it to that Konami presentation that – at the time of praying – is still a speeding taxi ride away. Is it that time already? Yes, yes. We're very much afraid that it is.

E3 2003. The LA Convention Centre, next door to the Staples Centre (home of the LA Lakers). Three days – no, scratch that – four days of videogames madness that will both delight and push the limits of human endurance... well... beyond its limits.

There's hundreds of exhibitors, hundreds of staff, and, in amongs them all, some genuinely famous faces from the world of music, films, entertainment, and – of course – videogames. And PSM2 – camera, notepad and sanity in hand – were determined (like a hungry Rottweiler) to play every game and attend the opening of even the smallest envelope.

So welcome to PSM2's E3. Sixteen pages of PlayStation 2 the likes of which you – quite literally – haven't seen before...

E3 Electronic Entertainment Expo

28 INCREDIBLE E3 FACTS

1. First E3 show: Las Vegas, 1995.
2. Location of E3 2003: LA Convention Centre, Los Angeles.
3. LA Convention Centre has featured in: Face Off and Starship Troopers.
4. Los Angeles size: 467 square miles.
5. Los Angeles population: 3.7 million.
6. Time to build the stands: nine days.
7. Number of riggers employed: 42.
8. Number of new PS2 games on show this year: 336.
9. Length of cable used: 270 miles.
10. Length of aisle carpet: 430 miles.
11. Number of attendees: 62,000.
12. Number of countries attending: 80.
13. Number of exhibitors: 426.
14. Number of halls used: four.
15. Total floor space: 515,000 square feet.
16. Height of the two Convention Centre towers: 200 feet.
17. Percentage of Americans that play 'interactive games': 60%.
18. Number of gamers in US: 145 million.
19. Price for an exhibitor's pass (one person): $200 advance/$250 at the door.
20. Amount of products on sale in time for Christmas 2003: 80%.
21. Heaviest videowall: 7000 lbs (EA).
22. Volume of banners clad on the outside of the building: 90,000 sq ft.
23. Average price of a cab ride: $50.
24. Number of deported videogame journalists: ten.
25. Average amount of free bottles of beer consumed per person: 60.
26. Total average amount of sleep for four days of E3 (one person): 12.5 hours.
27. Next Convention Centre event after E3: a meeting of the International Brotherhood of Electrical Workers.
28. Next E3 begins: May 12th, 2004...

E3'LL MEET AGAIN: Once a year the Los Angeles Convention centre is our home away from home.

KENNY FROM THE BLOCK: PS inventor Ken Kutaragi holds the new UMD. But no sign of PSP just yet.

CYBER WOODS: Kaz Hirai, Sony's US boss, shows off Eye Toy, while Tiger drops in for an online demo.

■ **Publisher:** Capcom ■ **Developer:** Capcom ■ **Release:** TBC

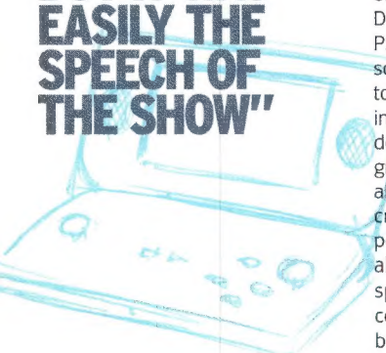
POCKET ROCKET

The Sony conference always opens E3 – and this year there were more surprises than usual.

"THERE'S A NEW baby in the family." Seven little words and the hearts of 10,000 journalists all skip a beat. "Sony Computer Entertainment will be launching a new handheld console at the end of 2004." Up went a cheer, and from there on in we were locked on to every word Ken was about to utter.

It'll be here by Christmas 2004. It's approximately 12cm by 6.81cm (folded), and games will be coded on to an all-new disc/cartridge. The Universal Media Disc (UMD) will have a capacity of 1.8Gb (that's three PSone games, but half the size of a PS2 disc). The screen's LCD is backlit, widescreen, and you'll be able to view DVD quality films on it, thanks to the inclusion of Mpeg4 technology. The visual wonder doesn't end there, though, no siree. As well as graphics driven by conventional flat polygons, there'll also be a new system called NURBS that'll create curved surfaces rather than spiky polygons. In fact, the only real downer about the whole thing is that our speculations about backward compatibility with PSone have been thrown out – however, its USB2.0 connection port and use of Sony's Memory Sticks will ensure connection to your PS2 as well as your mobile phone and even Global Positioning Systems. So, there you have it. It lasted five short minutes, but it was easily the speech of the show.

"IT LASTED FIVE SHORT MINUTES, BUT IT WAS EASILY THE SPEECH OF THE SHOW"



Excited? 988 bpm

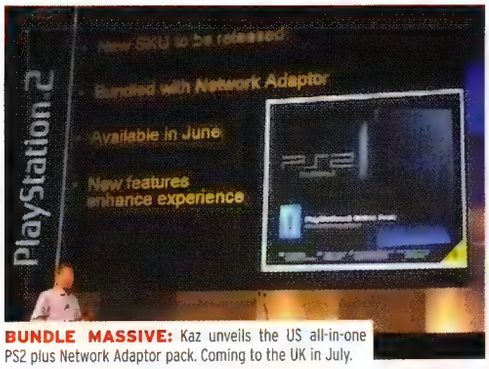
BRILLIANT BITS OF E3

- The launch of new hardware – always a major source of celebration (and speculation).
- Meeting the Producer of *Maximo 2* who looks *exactly* like Val Kilmer.
- *Metal Gear Solid 3* being unveiled. Complete with a brilliant video.
- Arnold Schwarzenegger clearly forgetting Bruno Bonnel's name in his speech at the Atari Party. Priceless.

BUT WE COULD HAVE DONE WITHOUT...

- Being held for two hours at LAX by an over-zealous policeman adamant that all journalists are scum.
- Kojima's hilarious 'threes' joke...
- Blimp-like Americans getting in our way all the time.
- Eating too... much... m e a t...
- Konami audio/visual technicians balls-ing up their presentation.
- Gary Coleman. Again.

PSM2 artist's impression ©Milf 2003



BUNDLE MASSIVE: Kaz unveils the US all-in-one PS2 plus Network Adaptor pack. Coming to the UK in July.

ONLINE: THE FACTS!

Kaz's been holding one aloft for years. Now it's finally here.

THAT'S IT! **It's official. Sony's Network Adaptor will be in the shops from 11th June retailing at a selection of attractive prices. About time...**

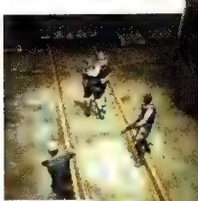
In order to offer the maximum choice, they've put the Adaptor into a selection of packages. So you can either buy it on its own for £24.99, or pick the *Twisted Metal: Black Online* game bundle for £39.99, or you can get some networked wetwork with *SOCOM: US Navy SEALs* for £49.99 (Adaptor not included).

Plus, Sony will be packaging the Adaptor with the PS2 from July. The new UK price is still unconfirmed, but the American pack will be $199. We reckon that rather than drop the price here (as has been rumoured) they'll just put the Adaptor in the box. After that all you'll need is a decent Router, several metres of cable, and a service provider who knows what a PS2 is. Simple...

YOU WHAT?! E3 used to be three days long but now Sony have a press day before the show, so it's more like four.

COPS 'N' SHOCKERS: The four players find their way up on to a gantry to escape the zombies below.

RAIL WASTE STATION: You take the bloke on the left while your mate fights off the bloke on the right.



COPPER COBANA: Block the doors with the barrels to stop the hoard then you can drag your buddies to safety.

■ **Publisher:** Capcom ■ **Developer:** Capcom ■ **Release:** TBC

RESIDENT EVIL OUTBREAK

Excited? 90% bum

After taking our first bite of four-player online *Resi*, we're already hungry for more.

OUTBREAK IS the new name for *Resi* online, as the game will now feature a stand-alone single-player adventure in addition to network play. It stole the show in the online gaming category, displaying some real gameplay innovation and genuine interactivity with other players.

After a typically chilling opening movie, the action cut to a bar where all the playable characters were either working or enjoying a quiet drink. Before you could say "zombies ate my bumcakes", a crew of shuffling, moaning T-virus victims were smashing the door down in search of a meaty bar snack.

When it came to escaping the horde, the emphasis was firmly on teamwork. The waitress helped an injured guy along by supporting his weight, another guy held the door open for them while Kevin the copper kept spraying bullets at the slobbering neck chewers. Progressing outside, we tore down a fence before leaping between buildings with the occasional helpful hand up. And there it ended... noooooo! More soon.

"MOANING T-VIRUS VICTIMS SMASH DOWN THE DOOR IN SEARCH OF A SNACK"

COMING UP!

IN OUR E3 GAMES FEST... We've bagged every great game shown at E3. Here's just some of the highlights rushing up...

PAGE 38

METAL GEAR SOLID 3

PAGE 14

SPIDER-MAN 2

PAGE 18

RATCHET & CLANK 2

PAGE 22

TONY HAWK'S UNDERGROUND

E3 Electronic Entertainment Expo

■ Publisher: EA ■ Developer: EA ■ Release: Winter

LOTR: RETURN OF THE KING

Hail to the King. It's a royal return for Baggins & Co.

CHECK THIS OUT: A brand new two-player co-operative mode, four new characters and bigger multi-path levels with interactive scenery. And they're just the main upgrades for EA's orc-leathering sequel. Add in improved visuals and less plod-slash gameplay and you've got the ultimate game 'n' movie experience.

You'll be able to play as all seven members of the now broken Fellowship across twelve set pieces from the yet-to-be-released movie.

Playing as Gandalf, we defended the walls of Minas Tirith with our magic-spewing staff and pummelled Urak-Hai with catapults that we found dotted around the fortress walls.

But it's the two-player mode that stood out. Playing from the same viewpoint rather than in split-screen, we took Gimli and Aragorn for a saunter and took on a dirty great Winged Nazgul. Great.

"WE DEFENDED THE WALLS OF MINAS TIRITH WITH OUR MAGIC STAFF"

STAFF AT THE TOP: Magic powers aside, Gandalf is an adept hand-to-hand fighter.

LORD OF THE WINGS: Use firebolts to repel the Ring Wraith's airborne attacks.

ORC OF THE DEVIL: Make greater use of the environment by leaping between levels.

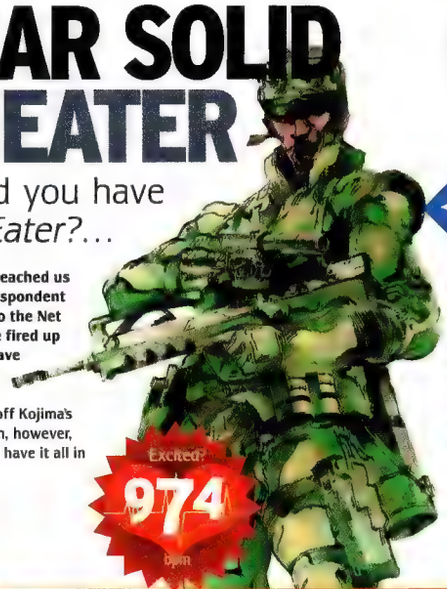
■ Publisher: Konami ■ Developer: KCEJ ■ Release: 2004

METAL GEAR SOLID 3: SNAKE EATER

Cheers Koj'! But why did you have to go and call it *Snake Eater?*...

WHILE WE were away at E3, news reached us from our Japanese correspondent that an *MGS3* trailer had been leaked on to the Net in advance of the Konami E3 press day. We fired up the laptop and downloaded it. Koj' must have been absolutely livid.

OK, so it was only the last one-and-a-half minutes of the full trailer but it kind of took the edge off Kojima's announcement the next day. What we hadn't banked on, however, was the full trailer clocking in at over 12 minutes! We'll have it all in full digital quality next month. Now flip to page 38 for more.



■ Publisher: Sony ■ Developer: Polyphony Digital ■ Release: 2003

GRAN TURISMO 4

The ultimate racer returns, but is it the wheel deal?

"WHEN ARE they going to show us the in-game footage?" asked one E3 attendee at Sony's *GT4* event. "Oh my God, that *is* in-game footage!" he wailed a few seconds later.

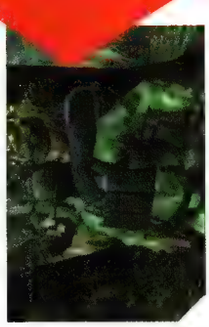
Yep, *GT4*'s looking the business. Don't take our word for it though, check out the trailer on the DVD. When it actually came to playing the E3 demo, we weren't quite so enamoured however. Although the handling was, as ever, spot on, the demo pods were stand up affairs equipped with peddles and a wheel! Oh for a DualShock. Secondly, the in-car view didn't offer any significantly greater track detail than that in *GT3*, but the replays were awe-inspiring and the all-new pit crew animations exceptional.

The six-player online mode was up and running, although collision detection was a bit poor and there's still no sign of the deformation we've been praying for. But overall, we just can't wait to play more.

ALLEY BABA: No, this isn't *The Italian Job*, just testament to the variety of *GT4's* cars.

BEST IN SHOW!

THE BEST GAMES!



METAL GEAR SOLID 3 Not only an announcement but a trailer too. We didn't shut up about this for days.

GRAN TURISMO 4 One question: why would anyone else bother to make another racing game? Awesome.

SSX3: OUT OF BOUNDS We'd have made do with some new tracks and characters, but this – this is too much!

MEDAL OF HONOR: RISING SUN We thought we'd seen everything *MOHRS* had to give, but the E3 demo was amazing.

RESIDENT EVIL: OUTBREAK We had doubts as to how the online mode was going to work. We needn't have worried.

E3 2003 PLAYERS

Who said what and – more importantly – were they talking out of their arse?

Wherever you turn at E3 there's always some bloke standing behind a big lectern explaining how "2004 will be the year we totally kick ass". Here's our highlights of the gobby ones, and what we thought of them.

WHO? **KAZ HIRAI (SONY)**
Chief Executive Officer

WHAT THEY SAID "THE COMPETITION ARE IN OUR REAR VIEW MIRROR."

WHAT WE SAY Yet more fighting talk from the slightly laughable Kaz. We've got to admit he's right, though. Sony 'won' E3 again this year, no question.

KEN KUTARAGI (SONY)
Chairman (and inventor of the PS2)

"THE BABY IS IN THE INCUBATOR. I CAN BRING HIM OUT AND LOOK AT HIS FACE. HE IS VERY CUTE."

The 'daddy' explains how little PSP is getting along. So don't expect to see a finished PSP design until Christmas at the earliest.

HIDEO KOJIMA (KONAMI)
Producer (and Resident Genius)

"MY FIRST GAME OF THREE IS ABOUT THE SUN. BECAUSE THREE IN JAPANESE IS 'SAN'."

He might be a genius, but he can stick his light sensitive GBA game where the sun doesn't shine.

YUJI NAKA (SEGA)
Producer (and Legend)

"JAK & DAXTER IS A COPY OF SONIC. WE INFLUENCE THEM. THEY DON'T INFLUENCE US."

He might make games with cuddly hedgehogs in, but Mr Naka came out fighting when we suggested that he might have played *Jak & Daxter*...

KAZUNORI YAMAUCHI (POLYPHONY DIGITAL)
Producer (and Legend)

"WE THOUGHT THAT WE'D UTILISED THE POTENTIAL OF PS2 TO ITS MAXIMUM. BUT WE DIDN'T."

Kazunori admits what we all thought at the time anyway – that he was slacking when he made *Gran Turismo 3*. Possibly.

THREE BLIND SLICE: Check Reno's whip and Samanosuke's critical hits.

THAT'S SHOW QUIZNESS!

Party Politics
At which party did guests receive a gentleman's wash pochet containing a pair of sunglasses, a hip-flask and a compass?

■ **Publisher:** Capcom ■ **Developer:** Capcom ■ **Release:** 2004

ONIMUSHA 3

Jean Reno + motorbikes + gore. Capcom demon-strate the latest gut-spilling episode of survival horror. Come on!

IF THE sight of a digitised Jean Reno pegging it around the streets of Paris lamming the butts of rampaging Genma demons with a giant glowing whip doesn't get your blood racing, then you're probably late for sewing class.

From the stunning opening movie where we see the citizens of Paris getting slaughtered over their coffee and croissants, to Samanosuke exacting steely retribution on the legions of chaos, *Onimusha 3*, which now comes with full polygonal backgrounds, not pre-rendered ones, is simply awesome. We love it.

As reported several months ago, the game not only features the usual immensely gratifying hack 'n' slash gameplay but there'll be a time travel twist with Jacques Blanc (the Reno character) and Samanosuke jumping back and forth between feudal Japan and modern day France to battle the Genma.

Expect much more on *'musha 3*, just as soon as we get away from that thing with the three-foot long claws... Aaargh!

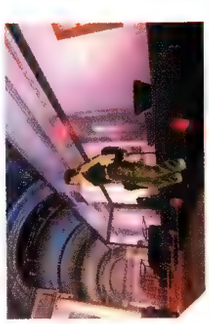
Excited? 86 Damn

JACQUES TO FRONT: The two coolest men in videogame history shake hands... we wobble with glee.

WORST GAME OF E3!

BACKYARD WRESTLING The 'sport' is insanely popular, but the game is currently a messy shambles.

WRATH UNLEASHED We had to check our watches to make sure it wasn't 1997 all over again. Yawn.



TOMB RAIDER: TAOD All that time and effort and it still looks like it needs another six months. Oh dear...

SECRET WEAPONS OVER NORMANDY A choppy, glitchy World War 2 flight simulator. Who gives a shit?

FAST AND THE FURIOUS Years too late and still a year away from looking anything like playable. Shocking.

AND THE WORST...

Electronic Entertainment Expo

E3 FACE OFF! READY? FIGHT!

It's the question that MUST be answered: which was the best singing game?

KARAOKE REVOLUTION

Konami (famous for its dancing/drumming/DJ games) has gone one better. Now you get to actually *sing* into a headset to play the game. Remarkable.

graphics

Never a strong point of Konami's bemani games, where sheer basic visibility takes precedence over graphical realism. No wonder they had Jennifer Love-Hewitt to demo the game – it takes your eyes off the screen, see. Still, it looked OK. Ish. **6**

sound

It's all about the choons and Konami are keeping their tracklist close to their chests (suffice to say they haven't signed anything up yet), but they're promising 35 'well known international hits' and they haven't disappointed in the past. **7**

lifespan

The lifespan of bemani games is almost infinite. As long as you keep wanting to perfect your performance there's the scope for enjoyment. It's also perfect limbering-up material for any aspiring song and dance artiste. **8**

gameplay

A unique opportunity to actually test whether you can really sing or not. Everybody fancies themselves as a bit of a warbler – now you can prove it. If it works as well as we hope... **8**

Excited? 648 bpm

POP IDOL

Codemasters know a thing or two about games, but this is their first button-basher. Press buttons to make the on-screen hopefulls sing properly.

graphics

Lots of virtual ladies – but rather than going for all-out upskirt realism they err more on the side of 'lovable comedy virtual lady'. Like you might find in *The Sims*, or... um... hang on a minute, *Spice World*?... **7**

sound

Whoa momma! How about 'Oops I Did It Again' and drunken lady-fave 'I Will Survive' for starters? They've got 40 songs on board already: 'Genie In A Bottle', 'Livin' La Vida Loca'... **9**

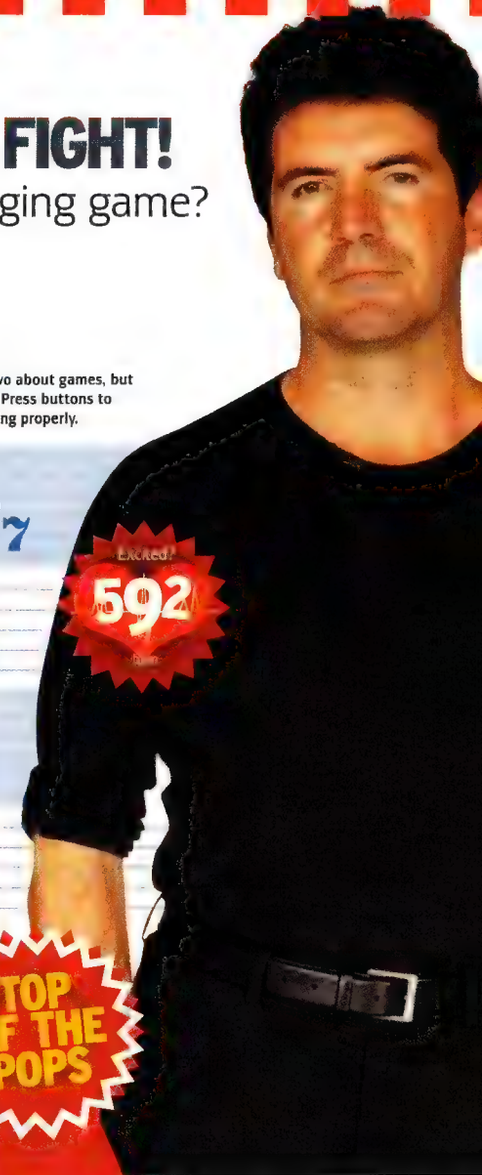
lifespan

Given the button-press nature of the game we think there's less replay potential than Konami's singing-based effort. Still should keep you busy for a while though. **7**

gameplay

This is clearly aimed at your Nan. Pitifully easy (at present) even on the most beast-like songs. Anyone who has beaten the Jungle Shark on *Gitaroo Man* will laugh in its virtual face. **5**

Excited? 592 bpm



answer

Atari's Terminator 3 Party

Not only did we pick up the items outlined but we got to *within three feet* of Arnold Shwarzenegger, and met the bloke who played Clarence Bodicker from Robocop. Now that's a result.

AND THE WINNER IS...

TOP OF THE POPS

Tighter than Kylie Minogue's waders, but Konami's *Karaoke Revolution* just edges 29 to 28. It's the lure of that headset and the actual singing thing that has us intrigued. Still, if Codies can pack in enough ace tunes (and perhaps Konami's radical technology might be a bit shonky)...

■ **Publisher:** Activision ■ **Developer:** Treyarch ■ **Release:** Summer 2004

SPIDER-MAN 2

Ridiculously costumed crimefighter swings by for a second time. We think we've spied a winner.

THE SECOND helping of Treyarch's web-slinging comic-book caper was looking and playing considerably better than last years rather mediocre offering.

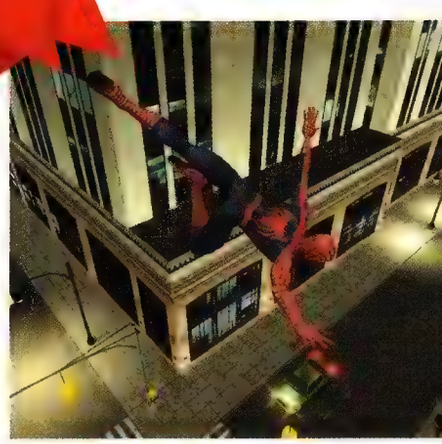
Visually, it's glorious. There's a stunning level of detail in the great sprawl of Manhattan, which has a hint of cel shading to enhance that all-important comic book flavour, and that detail doesn't diminish even when you're zipping through the streets a hundred feet above the ground.

Gameplay is an eclectic mix of thwacking bad-guy ass using your Spidey skills, which include new moves like webbing up thugs and swinging them about. It's mainly plot-driven, with Dr Octopus as the chief villain, but missions can be triggered by locals hollering in distress to attract your attention.

The bad news? It won't be out until summer 2004 when the second movie hits cinemas.

Excited? 884 bpm

SPIDER CAN: The webslinger has got all his usual abilities plus a few more new additions.

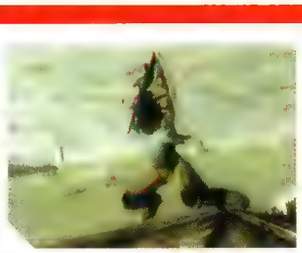


SPIDER WHITE SWAN: The game has gone for a make-over since last year's slightly disappointing effort.

E3 bits

KILLZONE

This *Halo*-leathering FPS is set some time in the near future and is going to be HUGE. It's top secret and was only whispered about at E3, but we've seen the video and it's bloody brilliant. Fact.



NICO (ICO 2)

While there was no official word on the sequel to one of PS2's most charming games, rumours of some very *Ico*-like screenshots lead us to believe that more *Ico* is in the offing. We bloody hope so.

GTA 4

Amid a mountain of scurrilous rumour, the only genuine announcement was from Sony who revealed that the next *GTA* game will be a PS2 exclusive. Our money's still on *GTA: Milton Keynes*.

JAMES BOND

The best Bond game since *Goldeneye*? It's certainly looking that way as Bond moves into third-person territory with the usual array of guns, gadgets and girls to aid him. Preview next month.

BLACK & BRUISED

WHEN LIFE BACKS YOU INTO A CORNER,
COME OUT SWINGIN'.

Knuckles Nadine, just wants to be a country music star.But the road to stardom 's a bit bumpy. Join Nadine and 18 other wacky, not-so-typical boxers as their storylines intertwine from one grueling, over-the-top slugfest to the next. But beware. What happens in their life affects their performance in the ring. And vice-versa.

"Only the most cold hearted of gamer will fail to be entertained"
PSM2

Dozens of facial expressions and insults

Strategies using 18 different power-ups

24 combos per character

12+ www.pegi.info

PlayStation.2

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COMMAND A TEAM. KICK SOME ASS.

Headset Included

TEAM:	You and three lean, mean U.S. NAVY SEAL fighting machines.
MISSION:	Find the enemy, make 'em pay.
EQUIPMENT:	Get armed to the teeth with the SOCOM Voice Recognition Headset.
SKILLS:	Control your SEAL and command your team over the headset to whup twice the butt.
EXTRAS:	Get the Grade-A PS2 Network Adaptor and Broadband. Kick real human ass online. Big time.

uk.playstation.com
www.socom-game.com

PlayStation.2

THE POWERFUL PLACE THE BRAVE PLACE THE THIRD PLACE

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BOARD MEETING: One of the new features is the ability to ride at the back of the board. Neat.

■ **Publisher:** EA ■ **Developer:** EA ■ **Release:** Sept 2003

SSX 3

Board stupid? No way. Bringing powder to the people, *SSX3* looks better than ever.

Excited? 982 bpm

"RUN FOR THE HILLS, THE SEXIEST SNOWBOARD GAME IS BACK"

RUN FOR the hills, the sexiest snowboard game in existence is back, and this time it's a genuine sequel rather than the *SSX*-with-bells-on affair that was *Tricky*.

Out of Bounds ditches the multiple locations of the previous games and instead plonks you on the mother of all mountains. Fear not though, the game's even bigger than before, with three or more different paths to take down each of the runs and it contains different environments depending on which bit of the mountain you're on.

The visuals remain outstanding, and there are new tricks, new characters and new 'Uber Moves' to get your thumbs round. Once you've conquered all the levels in one section of the mountain, you'll be able to tackle the whole damn thing in a single run that will last upwards of half an hour. Shit!

We'll be fastening our boot bindings and hitting the slopes next issue – don't miss it.

MOUNTAIN PRESSURE: The tracks are far wider and freeform than ever before. Go crazy out there!

NAME FOR A LAUGH...

Naming videogames is a tricky business – as these hopeless efforts show...

METAL GEAR SOLID 3: SNAKE EATER (Konami)
Let's face it that's a rubbish name. 'Snake Eater'? Pardon?

SECRET WEAPONS OVER NORMANDY (LucasArts)
Quite simply not appealing in any way whatsoever.

GREGORY HORROR SHOW (Capcom)
So, this one's based on a Japanese cartoon y'see...

CORVETTE: ZERO TO GONE (TDK)
We're still chuckling about this one. *Corvette ... Zero To GONE!* How cool is that?

MAGIC PENGEL: THE QUEST FOR COLOUR (Taito)
Fancy a quick game of *Magic Pengel* anyone? Frick...

GRABBED BY THE GHOULIES (Rare)
OK, so it's an Xbox game, but look at it. That's a shocker.

HUGO BUKKAZOOM (ITE Media)
Never speak to us again.

SPONGEBOB SQUAREPANTS: BATTLE FOR BIKINI BOTTOM (THQ)
Actually, hold on a minute, that's brilliant!

THAT'S SHOW QUIZNESS!

Booth Babe Bonanza

Of the many displays of latent ladyflesh on show, which game had the highest naked-lady-to-game-quality ratio?

■ **Publisher:** Electronic Arts ■ **Developer:** Electronic Arts ■ **Release:** Autumn 2003

MEDAL OF HONOR: RISING SUN

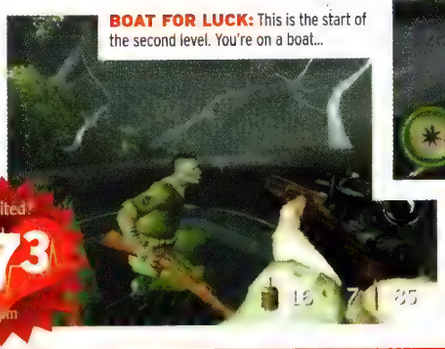
Opening shots fired in the Pacific theatre – we're blown away.

"THIS LOOKS better than the best thing in the world, ever," exclaimed Dan D as we re-lived the horror of the attack on Pearl Harbour at the start of EA's fantastic new WW2 shooter.

The opening level saw us standing in a crowded room studying a map of the Pacific. Then all hell broke loose. With the first bombs raining down, we followed a guy into the open, grabbing a handgun to take pot shots at the Japanese Zero fighters swarming overhead. After dodging explosions, we leapt into an anti-aircraft gun to tackle the enemy planes more effectively.

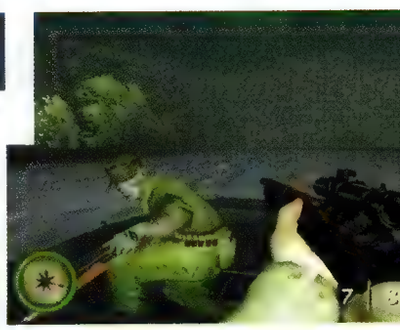
And still it wasn't over. We tried to escape the carnage by jumping into a patrol boat, only for one of the battleships to explode in front of us in horrifically realistic fashion. Ulp.

This could easily turn out to be one of the best shooters of all time, and rest assured we'll keep you updated as the day of reckoning draws closer.



BOAT FOR LUCK: This is the start of the second level. You're on a boat...

Excited? 873 bpm

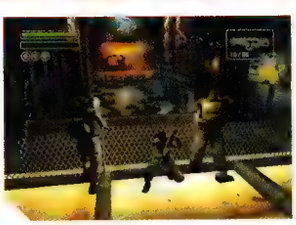


DONALD DUCKS: ...on an infiltration mission in Guadalcanal, deep in the Pacific Basin.

EA bits

TERMINATOR 3

We met Arnie himself at Atari's Terminator party but didn't have the balls to tell him that this FPS is, as it stands, looking distinctly average. Fantastic in-game likeness of old beefy, though.



FREEDOM: SOF

Previously known as *Freedom: The Battle For Liberty Island*, this squad-based shooter that was made using the *Hitman 2* engine features Soviet soldiers marauding around New York and was one of EA's best.

SPLINTER CELL 2

Ubi Soft have announced that a second helping of supercool stealth ops will sneak into shops later this year, but so far any gameplay details are being kept firmly under wraps. Spoilsports.

HEAD HUNTER 2

Jake Wade returns in another stealth 'n' shooting third-person adventure, and this time there's a second playable character in the form of punky female trainee agent Leeza-X. More of the same, really.

■ **Publisher:** Sony ■ **Developer:** Naughty Dog ■ **Release:** Autumn 2003

JAK 2: RENEGADE

Let's put some Dax on the tracks and slide on outta here...

JASON RUBIN SPEAKS

The man before us is relaxed, composed and convinced that he's playing the best 'platformer' on PS2 bar none. Jason Rubin, boss of Naughty Dog, knows he's on to a winner with *Jak 2*.

PSM2: So, this shift to a more mature outlook for *Jak*... Is this the result of *Grand Theft Auto*'s influence?

JR: No. 33-year-olds and 25-year-olds are still playing games, and somebody very bright at Rockstar said, "there's this huge market out there. They've got more disposable income than 14-year-olds, they buy their own games, let's supply them". This is not necessarily about violence, it's just something a little more mature. To play as a criminal – something that has more of an edge. For us that means that Jak's out for revenge. Imagine Sonic being out for revenge...

PSM2: Was it a difficult decision to give Jak a voice this time?

JR: We had an overwhelming response from gamers that they wanted Jak to talk. I take credit for keeping Jak silent and that was annoying to a lot of people. They said, "he's got a cardboard personality, we want more out of our hero – what is our hero about?" People expect more now and, to be honest, we're better at spooling voices. It's not easy. We've done 25 days of voice coaching already.

PSM2: Is it fair to say Naughty Dog have always had the philosophy of doing one thing at a time but doing it well?

JR: At the start I think we were a copycat company, copying what other platformers had done before. Now I think we're a driving force. There's not that much out there that's doing what we're doing.

PSM2: The demarcation between what is and isn't a minigame seems to be blurring with *Jak 2*.

JR: It is. It's lots of bits from a lot of stuff. We've got bits from *Wipeout* in this game because there are racing sequences. We have the hoverboard, we obviously have bits of *GTA: Vice City*... And that's what all the best character action games have always had. Look at *Crash 3* – we had biplanes, hoverboards, jetpacks, whatever...

PSM2: Finally, do you see Jak having the lasting appeal of Crash?

JR: I would hope so. We didn't quite reach it in the first game because Jak didn't really have the personality to drive it. I think he's got that magic something now.

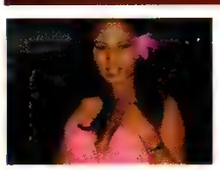
IT'S HARD to keep old Daxter down. He may have been ousted from the title in favour of a '2' but that hasn't pissed on his firework. If anything he's an even more integral part to the game this time round. He breaks Jak from prison at the start, he's now a playable character and he's still a ray of hit-and-miss humour in a game that's just shifted several shades into the black.

Remember that portal which opened if you got 100% completion in the last game? Well, turns out it was some kind of crazy Precursor time portal that's chucked our heroic duo into the future and straight into the clutches of a crazed geneticist called The Baron. After a few years in the gene splicer, Jak's out again, out for revenge on those that experimented on him and out to unleash his dark side whenever he gets a chance. All in all, a far cry from the perennially cheery sentiments of the original.

Weapons are obviously prominent among the new 'bad' features, and using Jak's shotgun is akin to going hands-on with the self same tool from *Minority Report*. It's got a fearsome recoil that bends the air around it and launches anyone you point and fire it at right off their feet.

DAXTER WAY WE LIKE IT: Your little companion is a playable character.

Excited? 884 bpm



ANSWER

Street Racing Syndicate

An game that would have been passed over as 'just another racer' was saved from obscurity by a flotilla of booth babes who – let's just say – weren't very shy. Good Lord.

BATTLE OF THE PLATFORMERS

WINNER: JAK 2: RENEGADE
The first of six tough decisions *Jak* just pips *R&C: GC* with the beauty, complexity and depth that is the city of Haven. Stunning work.

WINNER: RATCHET & CLANK: GOING COMMANDO
Awwww, how the hell are we supposed to divide this up? OK, we prefer Clank's voice to Daxter's. Is that enough?

■ **Publisher:** Sony ■ **Developer:** Insomniac ■ **Release:** November 2003

RATCHET & CLANK 2: GOING COMMANDO

Pantless and fancy free, Insomniac's interdimensional heroes let it all hang out.

BLAST MAN STANDING: The background detail is busier and deeper than ever.

THE REASON for another balls-out platform extravaganza? Someone has stolen the blueprints of the Protopet – a super sweet Aibo-styled cyber companion that's about to kick off a galaxy wide craze. And what's been going on with our heroes Ratchet and Clank? They've taken over Quark's old job as guns for hire, which puts them in exactly the right place at the right time to head up the investigation. But – as you might expect – everything's not quite as straightforward as they initially assume...

So, who wants to bet the creature's inventor, Abercrombie Fitzwidget, isn't all he seems to be? Who wants to bet the Protopets are nothing but pure evil in a fur coat? No takers? Yeah, you know we're right.

Plot concerns aside, there's ample reason to get excited beyond this being the sequel to the only platformer – sorry 'character action' title – to ever break the 90% barrier in PSM2. Like what? Well, we spent hours at E3 playing it just so we could tell you.

First, there's the upgrade of the skill point system. Where before it was all a bit woolly and unclear, there's now fully structured Hit Point rewards for taking out enemies. Earn enough and you can improve your armour and, get this, your weapons as well. There are 18 devices of mass destruction on offer this time, but that's a deceptive figure as it doesn't include the many variations that can be unlocked. For instance, if Ratchet gets enough points he can upgrade a Lancer into a Heavy Machine Gun and then customise its fire by adding an incendiary modifier. It's the same principle that benefited *Splinter Cell*'s armoury, but on a much grander scale. A rough PSM2 hands-on estimate indicates that around 50 variations will be available to the player by the time the game's credits roll.

Excited? 842 bpm

"AROUND 50 WEAPON VARIATIONS WILL BE AVAILABLE TO THE PLAYER BY THE TIME THE CREDITS ROLL"

The other big change is the inclusion of spherical planets. It's a concept we've seen already in (God rest its soul) *Haven* but, no doubt, it'll be done in a slightly more structured manner here. It's unclear what this will actually mean for the player, but we reckon it'll include a chance to fly to more than one location per planet, as well as some inventive low atmosphere combat that scrolls rather than remains stationary.

Visually speaking, everything's looking as lovely as it ever did. The worlds appear larger, and are packed with a greater number of adversaries. Explosions still bloom like lethal flowers and the central animations are even more reactive than they were before. In fact, the only things we haven't seen are the collectable bolts everything used to disintegrate into. Again, probably evidence of the game moving away from the more traditional platform values and embracing this new notion of 'character action'. Impressive.

CLATTER DAY SAINT: Shooting plays a big part, but watch out for inventive puzzles.

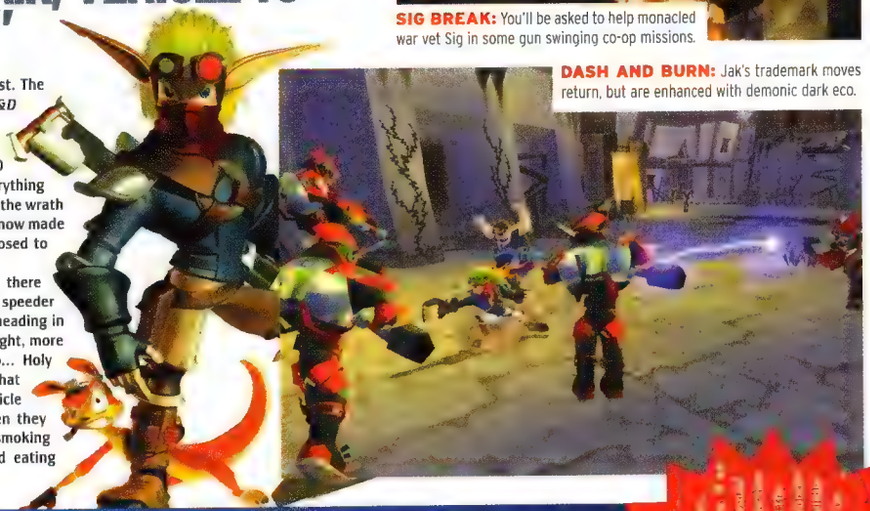
But it, and its three fellow firesticks, pale in the face of Jak's dark move set. Seems as if those years of experimentation have left our boy somewhat schizoid. You can control these lightning-fuelled Hulk-outs to some extent, but there's always the threat that you might go off at any moment. How you handle such a high profile freak out, especially in a city crawling with cops, is entirely up to you.

SIG BREAK: You'll be asked to help monacled war vet Sig in some gun swinging co-op missions.

"DID YOU SEE WHAT WE DID THERE? A MID-AIR, VEHICLE-TO-VEHICLE JACK!"

What else can we tell you? Well, numbers first. The game's approximately three times the size of *J&D* with the action spread across 80 separate missions and 16 unique areas. Plus in each of these there's the potential to face over 20 different enemies on screen at one time. Everything runs at a healthy 60fps – unless you call down the wrath of all the powers that be – and characters are now made up of a galumphing 14,000 polygons as opposed to 4,000 first time round.

Impressive, yes? How about this, then: there we were zipping across the city on a stolen speeder bike when, up ahead, we saw a nicer model heading in the same direction. It was just a passing thought, more of a whim really, but what if we were to... Holy mother of Michaela Strachan, did you see what we just did there?! A mid-air, vehicle-to-vehicle speeder jack! Then the cops turned up, then they started shooting at us, then the rig started smoking and then <KABLAMMO> all mashed up and eating pavement. So, so, so, very, very special...



DASH AND BURN: Jak's trademark moves return, but are enhanced with demonic dark eco.

originality

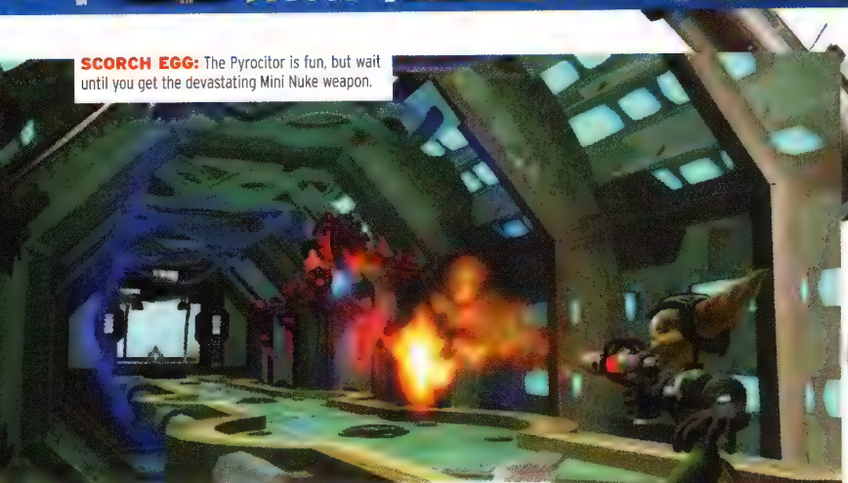
WINNER: RATCHET & CLANK GOING COMMANDO
Multiple locations over 20 different planets Vs a sprawling city with 15 outlying zones... Gotta be planets, right?

WINNER: JAK 2: RENEGADE
For all its new gizmos, there's still something very familiar about *R&C: GC*. It's a much more radical departure. No jak

secrets

WINNER: RATCHET & CLANK GOING COMMANDO
Rubin admits that this *Jak* is more linear – whether that leaves room for secrets remains to be seen. Hidden Golden Bolts anyone?

VERDICT



SCORCH EGG: The Pyrocitor is fun, but wait until you get the devastating Mini Nuke weapon.

SPOT AND POLISH: You can't see it here – but the *Wipeout*-style racing sections are great.

10 REASONS WHY JAK 2 ROCKS IN THE FREE WORLD

1. GUNS. ONLY FOUR OF THEM, MIND...
2. DARK ECO TRANSFORMATIONS. LIKE A MUTANT CROSS BETWEEN *SOUL REAVER* AND *THE HULK*.
3. AIR-TO-AIR VEHICLE JACKING.
4. THE FACT THAT YOU CAN SWITCH THE ZOOMERS BETWEEN HIGH AND LOW ALTITUDES.
5. A CITY FULL OF UNIQUE FOLK WHO YOU CAN INTERACT WITH.
6. JAK TALKS!
7. USE YOUR HOVERBOARD ANYWHERE.
8. JAK RETAINS ALL HIS MOVES FROM THE FIRST GAME.
9. YOU'RE NEVER SURE WHO YOUR FRIENDS ARE.
10. THREE TIMES AS BIG AS ITS PREDECESSOR.

10 REASONS WHY R&C 2 KICKS SHINY METAL ASS

1. IT'S GOT GUNS *AND* GADGETS - OVER 50 OF THEM IN TOTAL.
2. TWENTY HUGE INTERPLANETARY LEVELS.
3. MULTIPLE SPACESUITS FOR RATCHET.
4. NEW UPGRADES FOR CLANK.
5. A FRESH SPREAD OF 'MAXI' GAMES.
6. INTRODUCTION OF RPG-STYLE HIT POINTS.
7. LESS BACKTRACKING THAN IN *R&C1*.
8. MULTIPLE AND VAST ENEMY TYPES.
9. ARENA-BASED COMBAT.
10. ALL-NEW FIGHTER JET LEVELS.

COMING SOON

RATCHET & RANKS

News just in!
New 'character action' game announced!
(Now, has someone being messing about with my computer again?)

Electronic Entertainment Expo

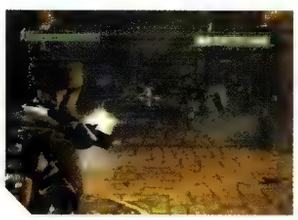
E3 bits

SOCOM 2

Ramped up AI, 16 new weapons, airstrikes and artillery fire were just some of the upgrades in what's shaping up to be one of the smartest online titles yet.

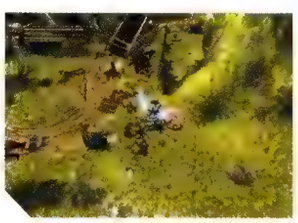
SYPHON FILTER ONLINE

This time round you create your own character. Sony also announced it would include a four-player co-op mode with 'USB headset functionality'. Let's 'ave it.



KILL SWITCH

More one-man-army action with an 'Offensive Cover' system – hide behind anything and spray fire at the enemy blindly or in short bursts. Looking good.



BALDUR'S GATE 2

Expect epic quantities of spell casting in the second edition of the fantasy action game, with more monsters, 60 levels, and five playable characters.

SEX, VIOLENCE & DEATH!

"No, I'm the baddest ass!" Meet the forthcoming E3 *Vice City* wanabees that are queuing up to shock your world.

NARC

■ Pub: Midway ■ Release: Autumn 2003

Excited? 773 bpm

Stepping out in chic '70s tank tops and coloured leather, *NARC* puts you in the platform-heeled shoes of hard-boiled Noo Yoik city cops Max Force, who couldn't look any more like Tyler Durden if he tried, and his pardner Hitman. The pair must trot around keeping tails on a gang of drug-pushing perps called the K.R.A.K. (chomp – subliminal anti-drugs message duly consumed, thanking you) before beating the crap out of them, slapping them in 'cuffs and carting them off to the state pen'. Action is split between shooting people with guns both big and small, and bruising people with fists and feet. Nice and simple.

NARC failed to appear at E3, possibly because it's under investigation by Internal Affairs for police brutality. We'll give you more on this one when we come down from our *NARC*-induced haze.

TRUE CRIME: THE STREETS OF LA

■ Pub: Activision ■ Release: Summer 2003

He's brutal, he's lethal, he's a loose cannon of a cop and he's got a whole 250 square miles of 'realistically recreated' LA to run and drive around, dealing out justice to naughty, naughty gang members along the way. Mr Nick Kang, you're so bad. From what we saw, this is *Vice City* in a blue uniform and no mistake, but that's not such a bad thing. Hand-to-hand combat included a 'final move' system rendered in pseudo Bullet Time. Kang wont bend down to pick up new weapons, he'll kick them up then snatch them out of the air. There'll be plenty of car chasing action too, and Kang can execute 180° spins while travelling at full speed and fire out of a moving vehicle. Backwards. Promises to be highly entertaining.

Excited? 813 bpm

"THIS IS VICE CITY IN A BLUE UNIFORM AND NO MISTAKE"

RISE TO HONOR

■ Pub: Sony ■ Release: Summer 2003

Styled to resemble a Hong Kong action flick, *Rise To Honor* stars a mo-captured Jet Li as a one man ass-whooping machine. The game is being developed in close association with Li, who also provides the voice-over, and will have you hopping, skipping and jumping from Hong Kong to San Francisco to fulfil the dying wish of your gang's leader. There's a '360° martial arts fight system that allows players to battle multiple enemies in any direction simultaneously', or so says the press release. It's looking decent, especially Jet, who was expressing himself by holding one enemy in a headlock while booting another and doing the splits. It's very *Enter The Matrix*, but without the mobile phones.

Excited? 672 bpm

MANHUNT

■ Pub: Rockstar ■ Release: 2004

Rockstar have decided to be all secretive and mysterious about their new game from the *Vice City* team and, in a chronic case of hype-building, have elected to dripfeed info for the next year starting with a frankly daft E3 announcement that *Manhunt* will "explore the depths of human depravity in a vicious, sadistic tale of urban horror". There were no other details on Rockstar's 'top secret' new project, leading us to speculate that it will mainly involve shovelling dog poo from pavements, robbing grannies of their pension books, and feeding Alka Seltzer to pigeons. As with all gameplay details, *Manhunt's* release date is yet to be confirmed, but we'd say either the end of the year, or spring 2004 at the earliest.

This isn't to be confused with Atari's *Fugitive Hunter*, which, as the name suggests, is all about hunting fugitives. The world's top ten most wanted fugitives, to be precise, Abdullah Bin Yasin (chortle) being number one on the list. Hilarious.

Excited? 566 bpm

Jargon Buster

■ Publisher: Namco ■ Developer: Namco ■ Release: Winter 2004

R: RACING EVOLUTION

With an all new driving ambition, Namco's making tracks to steal the *Turismo* crown.

IN A MOVE that made PSM2 art-meister Milf howl in disbelief, Namco has ditched the arcade pretensions of its once-popular *Ridge Racer* series in favour of a more *Gran Turismo* style of driving experience.

The sixth *RR* game currently features dozens of officially licensed cars, 11 real-world tracks and eight different race styles, including rally and drag. No, that doesn't involve dressing up as a lady, Milf...

The main element is now "Racing Life", a story mode concerning the rivalry between two female racers who lock horns in a battle to win the *RR* championship.

It's looking good at present, although the Subaru Impreza WRX we saw seemed a little floaty (as did the cleavages of the two lady racers). The game's developed by the team behind *Moto GP*, so we expect the cars' handling to ooze authenticity and quality. But will this new-found realism enable *Ridge* to compete with *GT4* for our racing game affections?

A RIDGE TOO FAR? Namco's racing fave was only shown in video form at E3 – boo.

Excited? 649 bpm

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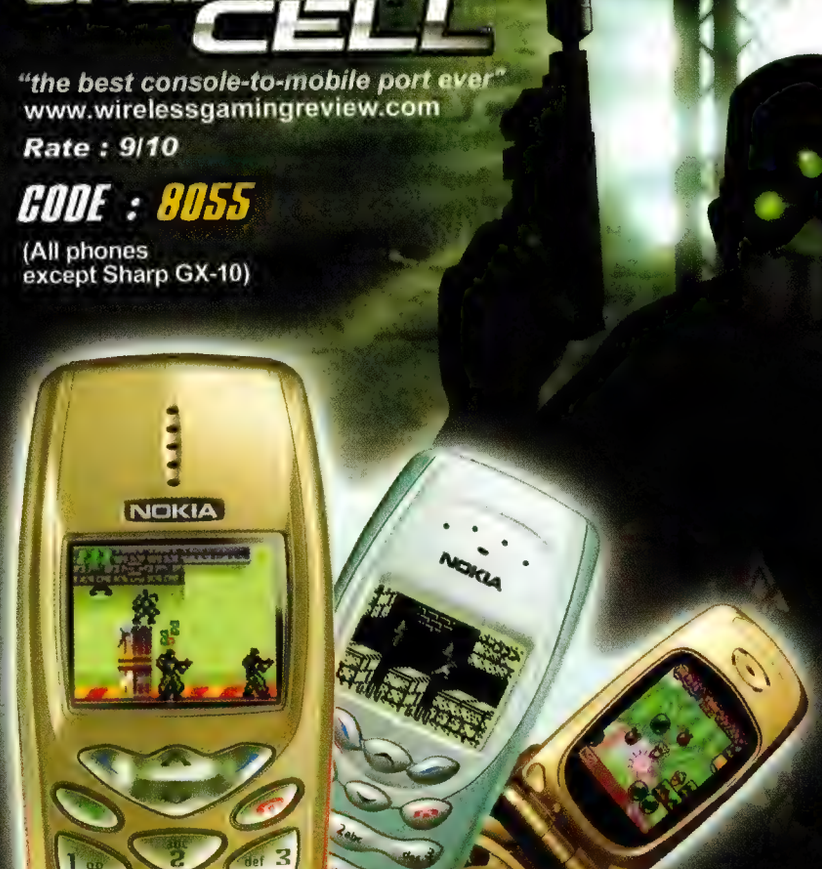

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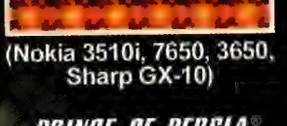

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GULOS TALE
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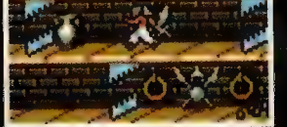

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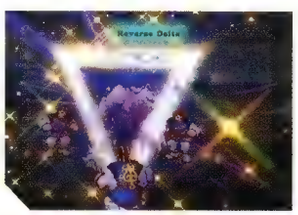
Jonnie's 'SPECIAL' column

If you've got a nonney we'll hey it right here in this most special of specialist columns covering RPGs. Kicker is, there's precious little to get excited about this year. News that *FF II* will be arriving in the US with Sony's HDD attached by 2004 and... and... these very slim pickings...



■ **Pub:** Atari ■ **Dev:** Square/Enix
■ **Release:** December 2003

UNLIMITED SAGA

What looks like a warped union between *Street Fighter* and *Final Fantasy* might be worth a glance. Beyond the 2D/3D 'sketch motion' graphics and bloated plot, there's the combat allure of the Reel. It's like a huge fruit machine packed with fight options. For now, this is the strongest thing it's got going in its favour.

■ **Pub:** Tri-Ace Inc ■ **Dev:** Square/Enix
■ **Release:** TBC

STAR OCEAN: TILL THE END OF TIME

This sci-fi RPG is the strongest of the three. You and your family are on holiday when a military force arrives and scatters you all to the four corners of the universe. The biggest of the other attractions? A battle system where you can switch between characters with a tap of ▭.

■ **Pub:** Tecmo Inc ■ **Dev:** Tecmo Inc
■ **Release:** TBC

MONSTER RANCHER 4

Not strictly an RPG, but worth a shout because the UK's been so badly under-represented as far as the *Rancher* goes. Which is a shame as there are some tasty updates. The ability to train monsters, customisable facilities and the return of the CD/DVD unlockable creatures.

MUSKA TIERS: You need to advance through the ranks before skating with folk like Chad and Tony.

Online ready

■ **Publisher:** Activision ■ **Developer:** Neversoft ■ **Release:** Autumn 2003

TONY HAWK'S UNDERGROUND

The 'Pro Skater' bit gets the boot for the fifth amendment to the revered skating series.

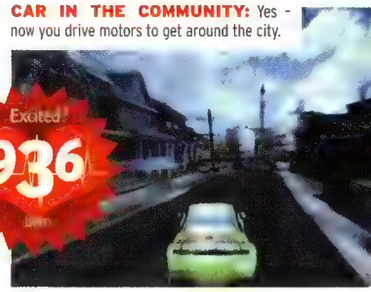
THEY'VE only gone and revamped the Hawkster. Again. After taking a new direction last year with free roaming levels and no time limits, this installment will lean even more towards a story-driven bad boy action adventure.

The pros have gone from Career mode to be replaced by a character of your own devising (you'll even be able to map your own face on to a skater through the Network). Starting off as an unknown amateur, you'll be working your way through the levels attempting to ascend the ranks to pro status.

The most striking development – hold onto your beanies – is that you can get off your board and stroll about or climb over obstacles to reach previously inaccessible skating areas. In addition, the Create-a-Park mode will be considerably enhanced, allowing you to devise your own level goals as well as scenery. You can also conceive your own signature tricks.

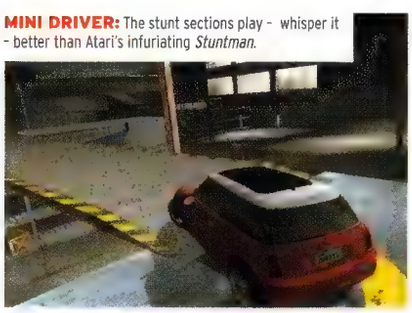
While it all sounds funky so far, we only saw rolling footage at the show (there was no playable code) so expect regular updates on our favourite flip-heavy franchise coming soon.

CAR IN THE COMMUNITY: Yes - now you drive motors to get around the city.



Excited? 936

MINI DRIVER: The stunt sections play - whisper it - better than Atari's infuriating *Stuntman*.



■ **Publisher:** Eidos ■ **Developer:** Climax ■ **Release:** September 2003

THE ITALIAN JOB

Sheer-Cainery – a batch of Mini Coopers get an (unwanted?) American makeover.

A FIRST SHUFTY at this tie-in to the new *Italian Job* movie revealed a chunky arcade driving experience with plenty of bite, which might make it a little more popular than the re-release over here in the UK. Swapping the crowded streets of Turin in the original for modern-day Los Angeles, the game has a Story mode, which features 15 missions which are based on the plot of the new movie, which itself loosely follows the plot of the old movie. Very loosely. Los Angeles?!

"YOU'LL BE REQUIRED TO THRASH THE FENDERS OFF A NEW MINI COOPER"

Organising and pulling off a daring bullion heist while evading the rozzers and causing chaos is the order of the day and you'll have everything from muscle cars to armoured vans to help you succeed. Level locations include Downtown, the Hollywood Hills and the Metro.

In addition to the Story mode, there's one or two-player split-screen Circuit Racing and also Stunt Driving, where you'll be required to thrash the fenders off a new Mini Cooper on various obstacle courses.

We promise to blow the bloody doors off *The Italian Job* next issue. Hang on lads...

TWO MINI CROOKS: For variety, you'll get to drive other vehicles like armoured vans and cable cars.

Excited? 798

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JAMDAT mobile

ACTIVISION O2

E3 bits

FINDING NEMO

Finding Nemo is Pixar's latest project and, as with the movie, the tie-in – developed by Traveller's Tales – is set underwater. It's a minigame-heavy adventure and stars a painfully cute clownfish called Nemo.

FULL THROTTLE: HELL ON WHEELS

The original was an amusing point-and-click PC adventure starring a teddy boy biker called Ben. It was both amusing and fun to play. This update, which adds a heap more action, looked dodgy. Shame.

TEENAGE MUTANT NINJA TURTLES

And there was us thinking that the heroes in a halfshell had been made into turtle soup. Nope, '80s icons Michelangelo and co. are back for a cel-shaded scrapper that's just too shallow at present.

CLUB FOOTBALL

"Trying too hard to be *Pro Evo*" was the verdict on this club-specific soccer sim. Button allocation was identical to the Konami title but we had to work very hard to find the back of the net. Surprisingly good, though.

KNUCKLING DOWN: Depending which character you choose to lead the team, you travel different paths.

■ **Publisher:** Sega ■ **Developer:** Sega ■ **Release:** Autumn 2003

SONIC HEROES

Side-by-slide ring gathering, as Sonic and pals get in the all together.

CHARACTER switches have traditionally been a sequential thing. After you... after you... no, I insist, after you.

How it all works is the trio whizz about in a loose, triangular formation with the one you currently control situated at the head. Switching between them will cause the group to rotate. Opt for Tails, fr'instance, and he'll quickly grab the other two before taking off. Attack with Knuckles instead, and he'll use the other two as impromptu boxing gloves. All very clever clever, especially when you realise that you can also play as four different teams – Chaotix, Rose, Dark and Sonic. That's 12 playable characters all with their own unique moves and interactions.

Spread the lot across 14 levels and you can see that Sonic's still got enough to give the PS2 wannabes a run for their money.

Excited? 652 bpm

ECHIDNA AND PLAY: Tap the face pad buttons to rearrange your battle formation on the fly.

■ **Publisher:** Eidos ■ **Developer:** Core ■ **Release:** July 2003

TOMB RAIDER: THE ANGEL OF DARKNESS

Fashionable ladies are fashionably late. But Lara Croft is just downright rude.

NO TIME to waste on what you already know – grip bars, multiple routes, chatty interaction with the locals... No, the only thing we're concerned with here is how it played at E3. Answer: very similar to the state it was in when we went hands-on back in March.

Things have been refined to a point, but she's still a tough lady to get a handle on, especially with her all-new feet and fist approach to combat. Removing her pistols for combat was arduously slow, to the extent that we hit the action button a second time to gee her up. The result? A spasmodic twitch of the hands and the gun returning to its holster unused. And combat involved limbs going through heads rather than making contact with them.

Clambering about the display cases of the Louvre did lift the corners of our show-parched mouths, but it still wasn't enough to shake an overall dissatisfaction. Not exactly broken, but still not exactly what we were promised either.

Excited! 255 bpm

ANGEL DELIGHT? Controls are *still* clunky and unforgiving - with only a month of development to go.

DAN G'S E3 VERDICT

Hey, welcome to my bit. Whoa! A whole column all to myself. Duuude! Got to start by saying what a cracking E3 this was. New big games (*MGS3* being the star of the show) plus new hardware from Sony, too.

While there wasn't the 'ohmigod' factor of some previous shows, the sheer number and quality of PS2 titles was amazing. If last year was PS2 coasting along, enjoying a comfortable lead, then this year was PS2 kicking up dust and accelerating into the sunset.

From the moment Kaz Hirai took to the stage at the Sony press day, I knew I was working with the best console in the world.

I'm counting the days to *GT4* and *MGS3* and can't wait to get my hands on a PSP too. The rumours were of a PSone portable, not some kind of all-in-one pocket music/data/games device. If they can get the price right (£150?) it'll fly.

Shame that there wasn't more to see of some Sony games we've been sneak previewed – *Killzone* is a stunner (lots more soon) and we'd have loved to see *Ico 2* as well.

So, a great show, and, as these packed pages demonstrate, one that was rammed with quality. Here's to the next year of PS2. Chin chin.

PSM2'S GENRE BUSTER!

Your quick and easy guide to the very best PS2 games in the very biggest genres. The results of the E3 round-up are just in. Feast your mind...

DRIVING

GRAN TURISMO 4: Not *that* different to *GT3* in-car, but the replays are just staggering.

NFS: UNDERGROUND: Don't scoff at the screenshot - the game is really this good.

ITALIAN JOB: Shamelessly playable arcade runabout from folk behind *Rally Fusion.*

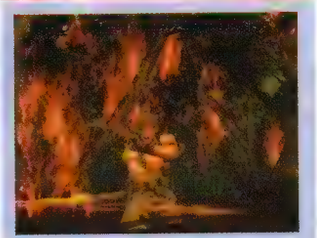
FIGHTING

LOTR: RETURN OF THE KING: Great new co-op mode, and business as usual.

CROUCHING TIGER: Unremarkable, until the slow-mo combo system kicks in...

WRATH UNLEASHED: Just try to look past the octagonal RTS play map. Ouch.

ACTION

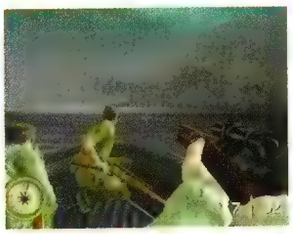


METAL GEAR SOLID 3: The most talked about PS2 game at E3 - just *look* at it.

ONIMUSHA 3: A whip-wielding Jean Reno, real-time 3D, Samanosuke... need we go on?

RESIDENT EVIL: OUTBREAK: Tingly in screenshots, electrifying in co-op play.

SHOOTERS

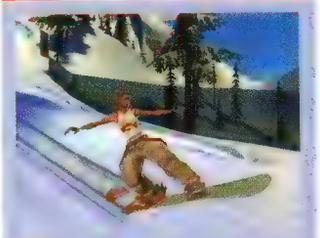


MOH: RISING SUN: Best... Opening... Level... Ever... or we'll eat our jungle slacks.

JAMES BOND: Third person play, Jaws, and Shannon Elizabeth - we're fairly excited.

SYPHON FILTER: Choppy visuals betray deep gameplay concepts and superb weapons.

THE REST



SSX3: Billowing powder, free lines, open mountains - we're gagging for a longer play.

CASTLEVANIA: The *DMC2* that never was, with huge bosses and inspiring weaponry.

CLUB FOOTBALL: A shameless rip-off of the best footy game ever - and better for it.

SPYHUNTER 2

■ **Pub:** Midway ■ **Dev:** Rockstar San Diego
■ **Release:** Autumn 2003

SPY HUNTER had us hooked back in the days when we still wore mittens. The 2001 update had us hooked again and now *Spy Hunter 2* is set to blow our socks clean off.

With a redesigned and re-armed G-8155 Interceptor (that's your spymobile) that's now capable of shape-shifting into a snowmobile, a 4x4 ATV, an all-terrain bike, a speedboat and an escape-cycle, it looks like you'll never have a dull moment. The 20+ levels take place in locations from the Swiss Alps to Russian cities and rural Asian villages, and promise to be meatier in size and multi-pathed, with both classic and new bosses greeting you at the end of them. A second character has also been introduced in the form of a foxy female spy with a hidden agenda. Ladies, y'say? Now you're talking.

Excited? 616 bpm

MAXIMO 2

■ **Pub:** Capcom ■ **Dev:** Capcom
■ **Release:** Autumn 2003

MAXIMO is still one of our favourite platformers, and this, the second portion of hack 'n' slash adventuring, was looking equally tasty.

Standing in his way this time are a hotchpotch of clockwork monstrosities, the Army of Zin, who have invaded a peaceful village and are wreaking havoc.

Not only will you have to take advantage of Maximo's 30 different combo moves (many of which are new) to dispatch the Zin scum, you'll also have to protect the villagers from harm as you need to gather enough clues from them to shift the story onwards and save your missus, Sophia. The villagers will also provide you with upgrades as a reward for saving their skins. Neat-o.

Excited? 749 bpm

FIFA 2004

■ **Pub:** EA ■ **Dev:** EA Sports
■ **Release:** Winter 2003

Excited? 902 bpm

AFTER A complete reworking of the franchise last year, *2004* will be rammed with the usual stack of official licences and yet more gameplay features, the most exciting being an online lobby area where gamers can chat, download new bits for the game – updated strips, crowd chants, etc – and of course play a fine game of footy.

There's also a Career mode, where you build your own squad and steer them through the leagues. Finally, in a two-fingered salute to Codemasters' *Club Football*, you'll also be able to customise the game to reflect the team you support. Full revelations next issue.

We're impressed, but we'll reserve judgement until we hear if Konami has online plans for *Pro Evo*. There'll be more on *FIFA 2004* next month.

MILF'S "YEAH RIGHT BUT WHAT HAPPENED TO..." COLUMN

OK, OK. I can see that this was a great E3. Lots of good games. A fair few surprises, but there was plenty of stuff I wanted to see that just didn't show up.

Ico 2. We've seen footage, but Sony didn't want to mention it. We loved the first game and had pages reserved in this very mag to fling at it.

And all year we've been hearing whispers of the new Free Radical game. Not another *TimeSplitters* and not published by Eidos (Activision are taking the reigns this time around). So where was it? The only announcement was that they had a publishing deal... Publishing what exactly? A 3D puzzle game? Tell us, dammit!

Another source of frustration were the Criterion boys. After teasing us with snippets of news about their game (which is certainly not another *Burnout*, we're told), they clammed up completely pre-show and didn't reveal squat at E3. However, our money's still on a first-person shooter. So, fellas, if you change your mind and want to talk, you know where to come!

I'd have loved a playable version of *Ridge 6* (but that's just me) and the proliferation of *Vice City* and *Medal of Honor* rip-offs did nothing to put a spring in my otherwise sprightly step.

Great show, great games, but I want more. More! Y'hear me?

Electronic Entertainment Expo

THE REAL E3

Enough gamey jibber jabber: let PSM2 take you through the *real* E3 experience – every emotion: from jubilation to insanity.

OOH, THAT'S, LIKE $000 E3...

WITH BOBBY THENOY

Oh, hi... did you miss me? When I'm not applying lip gloss or gluing tinsel on to Victorian tea chests, I like to stroll around the halls of the World's largest videogame convention looking for emergent trends. Honest. The following themes are like, over the week... so glad I did.

1) JUNGLE BASED GAMES

MGS3, Splinter Cell: Pandora Tomorrow, Tak and the Power of Juju, Pitfall: Harry Mayhem, Rising Sun... It looks to me as though the jungle is clearly the new desert level/ice world/pirate ship/[illegible] – [illegible].

2) SPLINTER CELL RIP OFFS

Light sensitive visors, stealth kills, gadgets, shadow meters, crawling along pipes... oh yes, Atari, Metal Gear Solid and Tom Clancy's Splinter Cell all offer incredible player creation options, but CHEAP items you disguise your actual face. Remember you can't spell games without 'me'. And there's no 'I' in 'team'. What?

3) EXTENSIVE CUSTOMISATION OPTIONS

Soldier Elite Omega Strain and Tiger Woods 2004 offer incredible player creation options, but CHEAP items you disguise your actual face. Remember you can't spell games without 'me'. And there's no 'I' in 'team'. What?

4) FORMATION PLAY

Sonic Heroes, Sniper Elite, ESPN2, Freedom Fighters – everyone's going to merge for real-time strategic team play. Mark it.

©Rex features

DAY 1

ERR... NOT THE REAL DAY ONE

SUNDAY 10TH MAY

Arrive in LA for stern grilling from US customs officers. "Admit you're a journalist," snarls a poker faced officer. "Er, no?" whimpers PSM2. Seven members of the UK press are deported for saying "yes". Bags checked by another official. Pretend our 300 business cards are party flyers.

Stroll around Santa Monica watching leathery hobos 'magically' play violin solos with coke bottles (it was a tape recording, see?). Jet lag forces us to pass out after a mere fleeting sniff of American baby lager.

MONDAY 11TH MAY

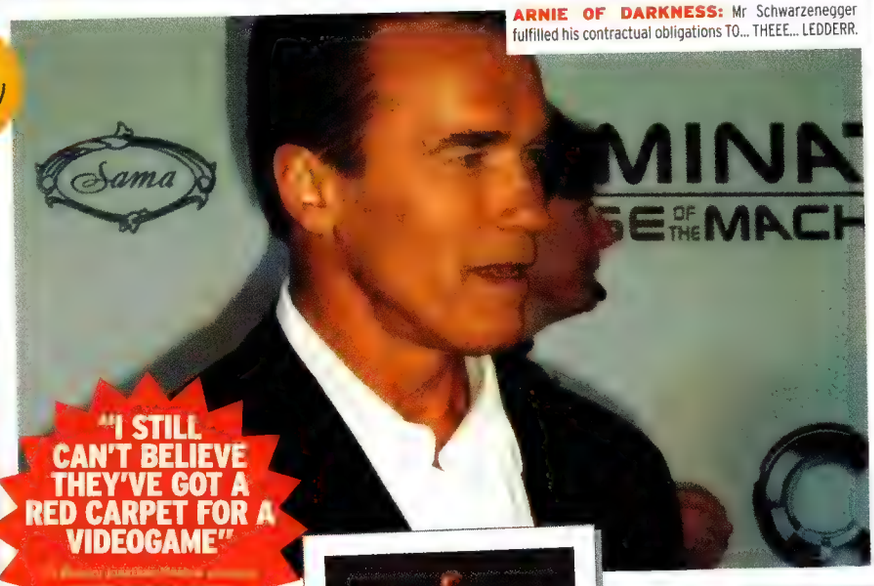
Capcom hold pre-E3 event. Endure funny five minutes, but manage to avoid fainting before incredible new Onimusha 3 trailer. Resident Evil: Outbreak demoed with three players – nearly pop with excitement.

Konami event. Kojima spends 45mins playing 'conceptual' light-sensitive GBA game Boktai. "Do you want to see more?" "No" whispers PSM2. MGS3 shocks with too-good-to-be-true visuals before Jennifer Love Hewitt wheeled out to promote Karaoke Revolution. Overcoming shy British reserve, nab Jenny for impromptu photo. "Ooh, lovely English accent," coos JLH. Nearly pop with excitement.

Attend Atari's Terminator 3 party at posh film studio. Arnie strolls up red carpet looking more orange than Cat Deeley. Claire Danes, Kristanna Loken and, er, the new John Connor waddle behind looking excited. Arnie forgets Atari boss Bruno Bonnel's name in key speech: "I'd espeecially like to thaaank... thiiis maaan". Dutch journo swears PS3 will appear at E3. Drink adult punch. Pass out.

TUESDAY 12TH MAY

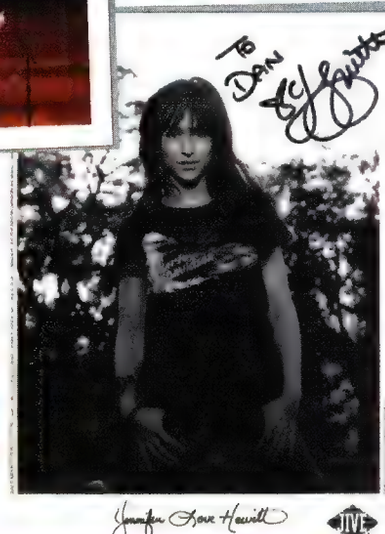
Sony's pre-E3 event. Kaz Yamauchi dances to GT4 trailer (watch for his bobbing head on the DVD). Kaz Hirai says rivals are in the "rear view mirror" before



ARNIE OF DARKNESS: Mr Schwarzenegger fulfilled his contractual obligations TO... THEEE... LEDDERR.

"I STILL CAN'T BELIEVE THEY'VE GOT A RED CARPET FOR A VIDEOGAME"

IT MUST BE LOVE: The World's Seventh Sexiest Woman makes a tacit mental note to dismiss her agent.



E3 DOS AND DON'TS

DO~

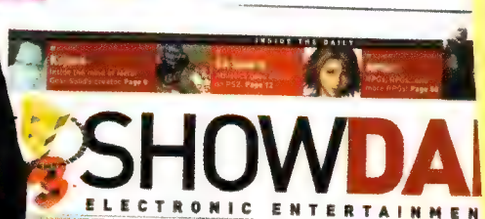
1) Drink plenty of water

2) Wash – nothing is more shameful than being told "Jee-sus buddy" by an 18-stone developer who's spent six hours basting under disco lights.

3) Ask intelligent questions, carry business cards and display good manners when grilled by three layers of clueless receptionists and jobsworth security guards for a behind closed doors look at Plip and Plopsworth 2, which you only agreed to see as a favour to the UK PR representative.

4) Nod politely when Generic Film Licence XI crashes for the third time leaving the teary eyed developer mumbling "It's never done that before" in cracked whispers.

5) Try to talk about something other than games – not every fun lovin' LA gal thinks Maximo's pirate boss was an intrinsically flawed piece of game design.



KONAMI

CAPCOM

Electronic Entertainment Expo

Dan Dawkins
PSM2 Magazine
ダン・ダウキンズ
PSM2 マガジン
Capcom Producer Day 2003

E3 DOS AND DON'TS

DON'T~

1) Say "Shit, yeah".

2) Whisper "This is the motherload!" when Smegami unveil the PS2 version of an 15-year-old side scrolling shoot-em-up.

3) Take every freebie you can get. That cardboard Nintendo carry bag and XXL Spaztech T-shirt won't look so cool in actual real life.

4) Get your picture taken with every booth babe. Or ask "Can I touch your ass, miss?" while drooling visibly and shaking.

5) Try to sneak ten of your skinny/fat/spotty pals into a closed doors meeting with Kazunori Yamauchi when you a) weren't invited b) work for SpodGamer.com or, c) thirty angry UK journos are waiting behind.

6) Ask "How many levels are there going to be?" or "What button will the shoot key be?" when presented with your one and only chance to speak to Hideo Kojima.

7) Walk out of the Konami presentation once you've seen MGS3, effectively dismissing the remainder of their product line

8) Wear an 'All Your Base Are Belong To Us' or other ironic/free T-shirts.

announcing the next GTA as a PS2 exclusive, plus MGS3 and a $199 Internet Adaptor bundle. Oh, and Tiger Woods plays golf live online. Kaz says they're announcing some new hardware. Two US journos in front of us whisper "Shit yeah... PS3" and almost start crying. "No, not PS3," adds Kaz. US journos shrug forlornly. Ken announces PSP. US journos wail "Oh my f'in God" and start crying.

DAY 2

THE 'ACTUAL' DAY ONE

WEDNESDAY 13TH MAY

Show begins with GT4 presentation. Play Tomb Raider and start sweating – er, this isn't finished, right? THQ refuse to show new Smackdown for fear of eclipsing Tak and the Power of Juju. Battle through searing lights, sweaty Yanks and blaring speakers to endure thirty minute telling off from Rockstar. "You asked for too many HUD shots" apparently. Codemasters shock with very decent Club Football, Pop Idol and the ace Colin 4. Leave show a sweaty mess. More jungle sauce. Collapse.

"WE MET MANY CARS DURING OUR TRAVELS - YOU SEE, WE CONSIDER CARS AS ALMOST HUMAN"

COLIN CARD: Several thousand games, one pair of hands - *Colin 4* gets the full sweaty playtest treatment.

DAY 3

WHEN WILL THIS END?

Roll out of bed with gluey eyes and drilling headache. Balk at Lucasarts' RTS-heavy new line-up. "That's the bit we all like – stat accrual," chimes the producer of Gladius. Weep at Simpsons Hit and Run – another prospective duffer. Acclaim take pity and give us a sarnie, before sneaky peak at Alias. Run around hitting appointments for five hours. Brain leaks out of ears. Hide in the soundproof Midway stand begging not to be let out. Agree killer MGS3 deal with Konami. Dazzled by FIFA 2004 online revelations. Lose E3 press pass in madcap dash for toilet.

After posho meal at Mondrean hotel, taxi to Sony party just in time to miss the band (Foo Fighters). Stand around sipping bongo juice surrounded by chino-wearing Yanks. Retire home on brink of insanity.

YOU GIVE ME FIFA: Divvy One teams? You betcha' - plus online customisation you won't believe.

"IT IS 2003, IT IS E3... I HAVE BROUGHT THREE TITLES... LET ME SAY THREE A FEW MORE TIMES, DURING THE THREE DAYS OF E3, 2003"

DAY 4

DRIBBLING MESS

"Absolutely no replacements" says banner at press centre. Panic. Think of wild scheme to steal new press pass. Attendant doubts very much we "were tripped by Gary Coleman" but gives us new press pass. Wander around shooting DVD footage and – finally – playing some games. Feel urge to bludgeon excitable Yanks and freebie hunters with a crumpled Nintendo bag. Dehydrate. Collapse. Show finally ends.

"AH, SLASH WANK... I DON'T THINK THE WATCHER WILL GO DOWN AS ONE THE BEST BOSSES IN HISTORY"

Spot Craig David and his facial hair at LA's trendy Sky bar. Cover food stain on three-day-old T-shirt and feign disinterest – yeah, like, whatever – while adjusting our £9.99 shades with trembly hands.

Stuff bags with press discs, mags and freebies like we said we weren't going to do (Robok-I snap kit boxer anyone?). Leap into cab. Relax. Then panic... only 362 days until the next E3...

GAMES WE LOVED

MMM. MORE PLEASE:

1) MGS3
"Just watch the trailer."
2) SSX3
"Perfectly designed, gorgeous, free roaming – a perfect sequel."
3) MOH Rising Sun
"Thought the D-Day landing was exhilarating? This was three times better."
4) T.H.U.G
"Neversoft re-invent Tony Hawk again – it's the skateboard game we dreamt about as scabby-kneed teens."
5) Onimusha 3
"Samanosuke, Jean Reno, real-time 3D... need we go on?"

BUBBLING UNDER:

1) FIFA 2004
"You'll see..."
2) Colin McRae 4
"Better in-game than GT4... well, almost."
3) Ratchet and Clank: Going Commando
"Better than we could have imagined."
4) GT4
"Seeing is disbelieving."

THE SURPRISES:

1) Club Football
The closest thing to PES outside Konami.
2) The Italian Job
"Solid and playable – a real sleeper hit."
3) Sphinx
"From the makers of Nightfire, and it shows."

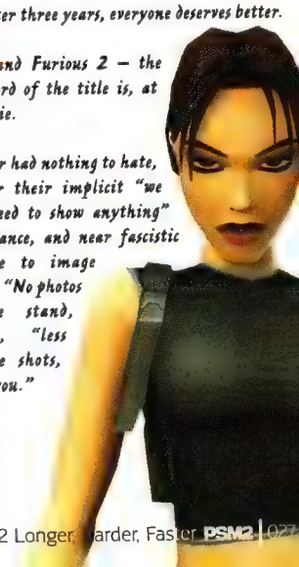
GAMES WE HATED

Erm, 'hate' is a strong word since the overall level of quality was high, but key titles stunk out. Lucasarts' stuff was disappointing (Secret Weapons was jaggy and uninspiring, Full Throttle 2 surprisingly unfunny and jerky – the rest was competent RTS twaddle).

Lara Croft Tomb Raider: TAOD felt almost broken – massive key delays and perplexing camera. Let's pray there's time to save it from becoming the biggest debacle in PS2 history. That's harsh, but after three years, everyone deserves better.

Fast and Furious 2 – the first word of the title is, at best, a lie.

Rockstar had nothing to hate, save for their implicit "we don't need to show anything" nonchalance, and near fascistic attitude to image control. "No photos of the stand, please", "less in-game shots, thank you."



LETTERS
THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

GAME
www.game.co.uk.com

WINNER!
Every issue, the writer of the Star Letter gets the PS2 game of their choice in return, courtesy of the bright sparks at GAME. Simply tag which game you'd like to the bottom of your letter or email and, if you're the chosen one, GAME will be sending you a copy to your door. Now – entertain us and your fellow readers...

LIFE SUCKS. SO WHY SHOULD GAMES?
"THE PUBLIC WILL CHOOSE NOT BUY THAT CRAPPY MOVIE LICENCE AND TEACH PUBLISHERS A LESSON"

Dear PSM2
So far I have enjoyed all consoles to grace our shores and have been extremely happy with the games that have been released, but with our generation now, I feel we've hit a dead end.

I have to agree with Mark H (PSM2 #35). EA is the corruption of game ingenuity and has sold out all the people who want games that are new and refreshing. I think we would give up all film licences in exchange for a couple of decent games a year. But now it's all about money.

You can't expect a games publisher to cancel a project if it's gonna earn big bucks, but you can expect the public to turn a blind eye. Now is a crucial time in games history. If the games companies won't listen to the public then the public will have to decide not to buy that crappy movie-licensed game and teach the publishers a lesson.

Rockstar should be the role model of the industry – they give the people what they want and it's exactly what they get, and we get good games. I want games developers to really look deeply into their gaming soul that has long been dying and discover that they have been driven by money and not their gaming spirit.

I hope games will be more innovative in the future with more aspects to bring me back to them and keep me playing more and more. PSM2 is in the right place to put your point forward and make a difference. I am sure that together we will change games history for the better and make me and fellow gamers proud.
Alex Roe
Peterborough

Damn it, Alex. You almost brought a tear to our eye. Let's start with the man in the mirror...

This is your chance to air your views on the hot potato of the moment: What – exactly – would persuade you to fork out and get your PS2 online?

EMAIL: PSM2@FUTURENET.CO.UK
WRITE TO: LETTERS, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW

DRUGS
Dear PSM2
I am writing to express my discomfort towards drugs in videogames.

Now I am only 12 but I've noticed the increase in drug content. First there was *GTA3*. It contained a fictional drug called 'Spank'. Not too bad in itself. Then came *Vice City* and Rockstar got more confident and included cocaine. Then, *The Getaway* came along. Not being allowed to buy it myself, I borrowed it off a friend. I was astonished to find out that in the third mission (Art Appreciation) you had to obtain a gnome filled with smack*. Then (and I know I'm droning so this will be the last one) there's *Galerians: Ash* in which you actually have to take drugs to obtain certain powers in order to kill the enemy. It sickens me and I just hope that one day more people will speak out against drugs in videogames to prove that they can be good without having charlie-heads stumbling around.
*heroin
Will Boyce
Bromsgrove

Damn those 'charlie-heads'.

SOUNDTRACKS
Dear PSM2
I love games me, I also like the soundtracks to certain games as well. However, they are so hard to find that most of them can only be ordered on the Net. I wish they released the soundtrack to *Primal* as well as the game. I mean they do this with movies all the time. Well, blockbuster ones like Titanic, etc.

I know that the soundtrack to *Primal* is already available to buy, but it seems that I can only get it online again! The fee for shipping comes to $15, with the CD another $15. So that's like £25.

Getting a games soundtrack to number one is possible through featuring it in a game. Like Room 5's remake of the old '80s classic Make Luv which is featured in *Vice City* and a deodorant ad.

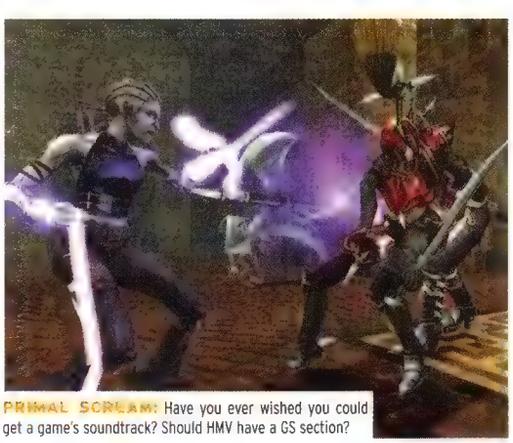
The charts are starved of decent, original and powerful stuff, so if it takes a game to get them to a high chart position then I would be happy.
Justin John
Pembrokeshire

We've always been a bit wary of game soundtracks in the past but that *Vice City* soundtrack boxset just keeps on finding its way on to the office stereo. Apart from DJ Pepe's Espantoso. Which is still in the cellophane. Music + Games = Good.

WRITE TO PSM2 WITH YOUR THOUGHTS ON THE FUTURE OF GAMES... WHERE'S IT ALL HEADING?... WHEN WILL IT ALL END?...

MUD MATCHES
Dear PSM2
I love wrestling games and I've got some ideas for the the new *Smackdown* game. I would like you to do something about them or forward them to THQ or any other wrestling game-making company.
1) The game's storyline should be based on 2002-2003.
2) The roster should be updated and it should have wrestlers like Goldberg, S Steiner, J Cena, Mysterio, etc.
3) The two Shows (Raw and Smackdown) should have their own Championships.
4) E Bishof & S Mcmahon should be the GMs.
5) In *Smackdown 4* the storyline was the same no matter how many characters you play with.
6) There should be more matches such as 'The Elimination Chamber' and Mud matches, etc.
Thank you.
Khuram Shazad
Via email

You got that, THQ? Good.


PRIMAL SCREAM: Have you ever wished you could get a game's soundtrack? Should HMV have a GS section?

THE PSM2 RAGE GAUGE
NNNGHHHHRRRRRRRAH!
Dear PSM2
In issue 35 you featured an article on *Fire Warrior*. There seemed to be an entire section in said article devoted entirely to giving followers of Games Workshop hobbies a kick. You portrayed us as the stereotypical sad case, with thick glasses, a semi-pubescent voice, and trousers that don't reach the ankle. Now, what I think is sad, is sitting in an office all day, playing computer games, and trying to find the slightest fault with them. Keep your opinions to yourself. I bet you won't print this or I end up in that Rage column.
James T
What's it like being right all the time?

ONLINE
Dear PSM2
I really couldn't care less if PS2 goes online! First of all you would have to have broadband. Secondly, you would have to buy a £40 adaptor. Thirdly, you would also have to buy the games to play online. Last of all, why would you want to play someone the other side of the world, when you can just invite some of your mates round? I think it's pointless going online and we might as well wait until PS3 comes out in 2005. So PS2 online gaming, do I give a shit? NO!
Carl M
Kent

You've been reading PSM2 again, haven't you? Aw look, Carl, it might be great one day. It might even be vaguely affordable. It might be really easy to set up too. All the games might be completely brilliant. Let's try and give them the benefit of the doubt for the moment, eh? Try. Muuuust *try*...

ONLINE? OFFSIDE?
Games like *FIFA 2004* will feature massive online options. Come on, you want to play in a global league, don't you? Or are EA wasting their time?

GOIN' POSTAL

Loose chippings from the missive motorway that lodged in a tyre or, more seriously, took a flickin' nick out of the PSM2 windscreen.

F**K

According to my friends the X-box out-sold the PS2 over the Christmas period – is this true? I would also like to add I don't the slightest f**k about online gaming!
Stephen Adams, email
No. And thanks for your thoughts.

ORIGINAL

People shouldn't complain about sequels. Fact is most good games ARE sequels: *Vice City, GT3, PES2, THPS4*. They allow developers to fix mistakes and improve the original.
Hermes Panduck, email

HITMAN

Hi there. Just a quick letter to find out if there is to be a *Hitman 3*? And if there is, when will it be released in the UK?
99lialou, email
Yes there will. Christmas 2003. Will that do? Cheers.

107

You said that if anyone got a score over 100 in keepie-uppie beach ball they would get a prize and that you would make that person famous. Well I got 107.
Ciaran C, Ireland
Prove it.

MORE ONLINE

Dear PSM2,
As soon as I heard about PS2 going online I was very excited. The thought of speeding past someone else in a game of *Gran Turismo 4* is excellent.

But this is my point. *Gran Turismo* online is a good idea, as is *SOCOM: US Navy Seals*. But soon other developers will start to put their games online which will not work. Games like *This is Football 2004*. Who wants to play football games online? We want to gun people down and shoot zombies, not kick a ball around in a virtual football stadium.

I think the developers should ask us – the game playing public – whether or not they should put a certain game online in order to save developers money and to save you, the writers at PSM2, the effort of writing how crap a game is.
Anthony H
Basingstoke

Gran Turismo 4 online: that's a good idea. Right. *SOCOM* online: good idea. Got it. Football game online: not a good idea? Eh? We think an online football game – a truly *massive* online football game – is a great idea!

Imagine every Saturday afternoon (or a time convenient to yourself) being able to play in the online leagues. You could have a cup game on Tuesday night after work. And the final could be watched by tens of thousands of fellow players worldwide. Imagine you and eleven online mates forming your own team and seeing them creep up (or slip down) the leagues.

Online can be great. There are so many brilliant uses to which it can eventually be put. It's just a shame that at the moment online seems to involve either shooting people or shooting people in cars.

INTRUSIVE

Dear PSM2
Sony stole my idea! When I turned over to page 18 of PSM2 #36 I seen a game called *Dog's Life*, that was my idea! Except my game was about a stray dog who has to steal food, escape dog catchers and get involved in the world of illegal dog fighting – none of this Lassie shite. But they got there first.

I'm only 15 but I hope to become a computer games designer and I continue to create original ideas that would make great games but I'm just too slow I guess. I'm just left hoping that this *Dog's Life* will be crap and I could show them how it's done with my darker dog title.

I've also got other ideas such as a spoof RPG...

A DOG'S STRIFE: Dammit, they stole my brain! If you've got a great idea for a game, you may have to keep it to yourself.

Oh, great, now they're gonna steal that too!
Andy "Yer Maw" Miller
Via email

And you know what's worst of all? Somebody right now – probably in Nantwich, above a dry cleaners – is starting work on a rip-off 'cat' game. What goes around comes around. Your day will come. Best of luck with the 'spoof RPG'. We'll be careful not to mention it again. Aw nuts...

HEARTY

Dear PSM2
I was watching this film the other night called Escape From LA and there's this hard nut played by Kurt Russell and he's got to rescue the good guy from the bad guy, right?

His surname is Plissken and suddenly I'm thinking, Iroquois Plissken was Snake's codename in *MGS2*, and I'm thinking that this could be some cult reference or something.

Then he goes "Call me Snake" and he's got the snake tat on his chest as well. Snake Plissken – what are the chances of that?

So I'm wondering if Hideo Kojima stole the idea for Snake from the film – and there are a lot of similarities between them. Both of them smoke, both have to go in alone and rescue the President. And the President has got some sort of suitcase with a tape in it. It's all too similar.

I think that Hideo Kojima watched this movie and then stole the idea. What do you reckon?
Matthew Power
Via email

You're joking, right?

ARTY

Dear PSM2
On the cover of each issue there's a barcode in the bottom right corner of the page, and vertically down the side of it is the website gamesradar.com. I don't understand why you don't have your own personal website?

You're a fab games mag and you're honest with your ratings and opinions. You have the best previews and your presentation is brill so you would have tonnes of visitors and plus it would be really cool, too!

Oh and another little thing, would it hurt to slip in a little crossword in your issues for gamers to complete? The old fogie ones you get on a

"MY GAME WAS ABOUT A STRAY DOG WHO HAS TO STEAL FOOD AND GET INVOLVED IN ILLEGAL DOG FIGHTING – NONE OF THIS LASSIE SHITE"

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 U

PLAYSTATION FREA-K: One thing we do know about PlayStation 3 – you won't be able to make toast in it...

Sunday morning are bloody boring!
Alex Bellingham
Via email

How very civilised. Jonnie always starts the day with a cup of Darjeeling and a logic puzzle. We'll see what we can do.

As for gamesradar.com, that's the website of Future Games, the fine company that PSM2 work for. They put food on our table, roofs over our heads and let us arse about all day. In the office above ours, their news monkeys search the globe for games news and sling it webwards as it happens. We've every confidence in their ability and so totally endorse their work.

That said, a dedicated PSM2 website would be nice. A Dan D interactive calendar to download (with 12 semi-clad poses). A Mech-Jonnie flash game to play. And Milf could host a problem page: "You think *that's* bad...?" Then again...

DELAY SHIT

Dear PSM2

"Konami of Europe has announced that *Zone of the Enders: The 2nd Runner* will feature a comprehensive list of special additions exclusive to the European edition, with the PlayStation 2 sci-fi action title now rescheduled for a September release." This is taken directly from the European Konami website. Once again, as European games, we have to wait more for a freaking game!

ZOE 2 LATE: We don't want Euro extras. We want games out over here the same time as in Japan.

Seriously, Konami, I don't think that anyone gives a shit why have you delayed a game in Europe AGAIN! Who cares about improvements when the game doesn't need them? The European version will be released six months after the US release date, I'M GETTING TIRED OF THIS DELAY SHIT!

PS2 has the greatest games ever to embrace a console, but what's the point of having them if you can't get your hands on them? Some games like *Xenosaga* will probably not be released in Europe. Can you please tell me why I shouldn't invest in an imported PS2?
Mahmahetitull Kebabsiousouklf
Via email

And Sony wonder why people chip machines. And publishers wonder why people buy copied games at car boot sales. If they don't put the games in the shops, then people who really want to play them – who are *dying* to part with their money – will find other ways to get their hands on what they want. Publishers should wise up and sort it out.

DON'T WRITE TO PSM2 WITH... GAMES AREN'T AS GOOD AS THEY USED TO BE... WHY DON'T THEY MAKE A CANOE GAME...

MADNESS

Dear PSM2,

Opening up my copy of PSM2 (issue #35) I ended up at the letters page (always good for a laugh). I wasn't disappointed. Lee White, mate, you sure made me laugh. No. Honest. Seriously, who in their right mind would believe it was a real pic of PS3? There was only a small red star in the right hand corner, after all! Don't you think that they would have put it across the front cover at least?! Have you forgotten what magazine you're reading! It's PSM2, for crying out loud. I probably could forgive Lee if it was the first copy of PSM2 he'd ever bought... Well almost.

"It definitely fails at being informative or factual, which is what I've come to expect from your usually top quality mag." What!?!

P.S. I'm actually a leprechaun! Honest! No, look...
Kenneth Collins
Via email

Last letter about our PS2 feature, promise. And – one last time – it was a joke, frchrissakes.

CHARMED

Dear PSM2

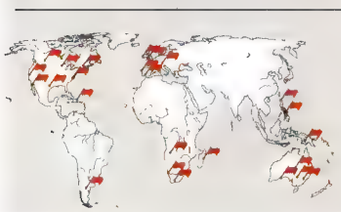
I would like to ask if there's any developers or publishers out there who think that the hit TV series 'Charmed' would be a great PS2 game. Being able to play as either Paige, Piper or Phoebe (or even bring back Prue from the dead) and cast witchery spells, travel through time, freezing stuff and people, teleportation, looking into the future, battle satanic warlords and other evil witches as Level Bosses, mix a swell potion, etc.
The list goes on.
David Lim
Antwerp

Riiiight...

All correspondence is assumed to be for publication unless marked otherwise. PSM2 reserve the right to edit readers' letters for length and clarity.

GLOBAL SPILLAGE

Letters from around the world in an easy-to-comprehend planet-gram.



YOU WHAT?

Who's been saying what this issue.

Online is rubbish
PS3
Sequels
Release dates
Rubbish games

PLAYSTATION 2 MAGAZINE
PSM2

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COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

OUT UK SEPTEMBER 2003

GHOSTHU

"WHO'S THE COOLEST GUY? I THINK IT'S BRAD PITT IN FIGHT CLUB... THAT

We were told to expect the unexpected, but we weren't ready for the number of lunch-loosening twists Primal-makers Studio Cambridge had prepared... **MR CLAYPOLE:** Jonathan Bryant

"You say to anyone, 'it's like The Matrix' and they switch off. You say, 'it's like The Matrix, but with lesbians' and they go 'really?'" So what exactly has *Ghosthunter* got to do with bullet-time and the lipstick kisses of Tatu? Nothing, nothing at all. But get your head round James (creative director) Shepherd's philosophy of exciting people by twisting things up like this, and you'll be halfway to understanding what *Ghosthunter* is all about. The familiar skewed into something frankly warped...

Shepherd continues: "One thing I'm keen on doing is saying to people, 'this character's like Sean Connery in a wig'. Everyone instantly knows what you're going on about. So this is day one at the start of *Ghosthunter*, and I say who's the coolest guy you can think of? I think it's Brad Pitt in Fight Club, and in Seven. He was great in that, and he was a cop. So that was our starting point." PSM2 immediately takes another look at our hero Lazarus Jones, and there you go – it's Tyler Durden wearing Johnny Knocksville's biker jacket. A cop, yes, but a cop who's given the power to see dead things.

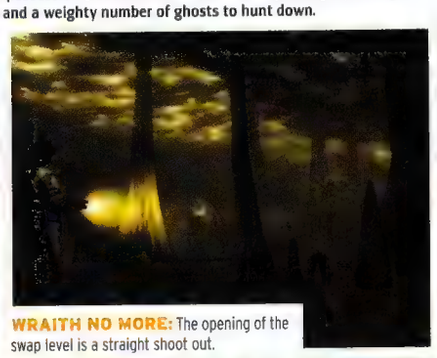
"IT'S TYLER DURDEN WEARING JOHNNY KNOCKSVILLE'S BIKER JACKET"

It's a theme that's repeated while we watch the E3 trailer. Is that Alcatraz? Isn't that the engine room from Event Horizon? That's got to be a scene straight out of Deliverance, right? And as for the whole ghost catching mechanic, well you can almost see Dan Ackroyd's paunch poking out over the top of Lazarus' hip huggers. Almost... ▶

GHOUL AND THE GANG

There's more to Studio Cambridge's groovy ghoulies than just a simple case of tagging and bagging, once you've managed to track them down. You'll need to interact with them to solve puzzles, you'll encounter them as unnerving additions to the scenery and you'll even get to *become* them, thanks to Astral's powers of possession (see Air Ghostess). Ultimately, though, you've got a big ol' storage space (see In Spectre Gadgets) full of empty cells and a weighty number of ghosts to hunt down.

SPIRIT'S CHILLING: These blue nightmares actually inhabit other ghosts.



WRAITH NO MORE: The opening of the swap level is a straight shoot out.

FILL SPECTRE: Later, you meet these lads with croc skins on their heads.

TOO GHOUL FOR SCHOOL: The Revenants are pretty common.

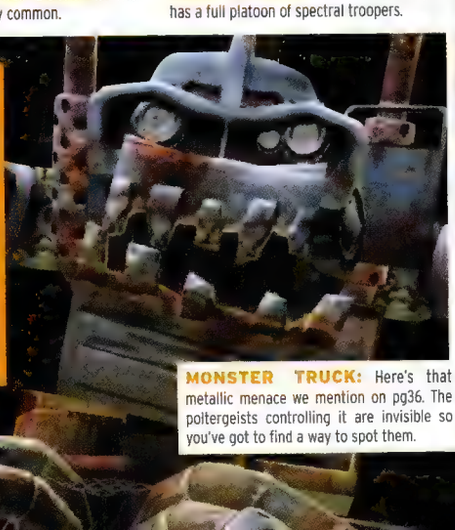
DEAD'S ARMY: The WW2 battleship has a full platoon of spectral troopers.

NTER

WAS OUR STARTING POINT"

INSIGHT

Michael Gambon's character, Hawksmoor, isn't actually the root of all the in-game evil – despite the rotting face and passion for wearing full body armour as a morning suit. In one cutscene we had a sneak preview of, he was in conversation with at least two other, more powerful entities from the spirit world.



MONSTER TRUCK: Here's that metallic menace we mention on pg36. The poltergeists controlling it are invisible so you've got to find a way to spot them.

COVER GA

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLU

PHANTASMA GLORIA: Despite the horror there's always something attractive to look at as the team push their lighting skills.

▶The team aren't put out by us kicking up the film references, in fact they seem to positively revel in it. Hellraiser. Poltergeist. The Hollow Man... It's hard not to pull them out, but one influence that might not be as apparent as all the others lies deep within the heritage of Studio Cambridge itself.

FRIGHT KNIGHT

We say *Medievil*. You say "Wadafrick?" For those of you who never had the pleasure on PSone, it was a BAFTA-winning action adventure that starred the skeletal Sir Daniel Fortesque. If you do remember, have a quick recall of his hapless meanderings through ancient graveyards, and you'll discover more than a passing resemblance to Studio Cambridge's latest shocker. No more so than with their characteristic tongue-in-cheek approach to the horrific.

"We said we wanted the game to be scary *and* funny, but everyone was going 'How is this funny?' and we were going 'Well this bit's funny' and they're saying 'No, that's just totally sick.' So I guess macabre is probably the best word for what we're doing with *Ghosthunter*. Something with a bit of an edge, know what I mean?"

So where once Dan ripped off his head and stuck it on his hand to create a mini version of himself, you now get blustering dead colonels, a wisecracking lead character and idiot monsters that die in some comically unpleasant ways. It's never exactly laugh out loud kind of stuff, but it does do something to lighten an otherwise pretty bleak premise for a game.

At this point Shepherd exemplifies just how dark things can get by giving us a guided tour of

INSIGHT

Professor Richmond, the original ghosthunter, is a complex character. He's the prime suspect in the murders that happened at the now abandoned school and yet he's obviously the guy who banged up all the spooks in the first place. When you finally encounter him later in the game, he seems more like a mentor than a pschopath. It rapidly becomes obvious, though, that he's a very different person from the one that encoded his personality into Digital Richmond. Seems that dealing with the undead changes you...

SPECTRE'S HOUSE

The game starts with Lazarus investigating a derelict school which turns out to be the home of the previous ghosthunter, Professor Richmond. It's here that our boy discovers, and then accidentally unlocks, The Array. Cue spirits fleeing back into the world, the abduction of your partner Anna Steel, the possession of Lazarus by Astral and the start of the adventure proper. From here, with the school now acting as the central hub for the action, you get to head out to explore the five worlds of the game.

LITTLE COLD LADY: In the middle of the swamps lies Granny's house. Every time you visit it, it gets a little bit weirder.

GLOOM WITH A VIEW: On your second visit curtains turn into flayed skin and the meat locker goes a nasty shade of red.

SCAR LOT CHURCH: There's even a passing nod to the graveyard level from *Medievil* hidden away in one of the levels.

GREEN BILE: The penultimate level sees Lazarus infiltrating a prison full of tremble-worthy 'sectioned' inmates.

"WE START OFF IN A ROOM WHERE A SPECTRAL LITTLE GIRLS LIES TRAPPED IN A CAGE"

a haunted house situated in the middle of a swamp surrounded by undead rednecks. We start off in a room where a spectral little girl lies trapped in a cage singing nursery rhymes to herself, the curtains around her look liked flayed skin while in the adjoining corridors Tiny Tears styled dolls stand dismembered in various specimen cases. We comment on them looking a bit like dead babies.

"We had some big problems with the dolls," Shepherd admits, rolling his eyes. "People were

MOVIE GHOULIES: Lazarus has got quite a flexible move set with hand-over-hands and ladder slides both appearing.

SPOOK NUKEM: Here's the capture grenade in action. This spook's now vulnerable to conventional attack.

saying 'You can't have a game with dead babies in it' and we were saying, 'look, they're just dolls'. You can see the segmented bits. When you first arrive in this house you'll see clearly that they're dolls. Then you come back to them and you'll see they've changed, become freakish. People will make the link. Then we head off to DevCon, and the guys who are doing the lighting on the stand are like, 'Yeah, let's build a big dead baby' and we're saying 'They're dolls, they're DOLLS!' And then to cap it all, the first screen we release is Lazarus standing in front of one of these large dolls and everyone goes, 'Look at the big dead baby! It's briiilliant!' At this rate they'll probably end up on the cover."

"ALL LAZARUS' TORCH DOES IS CREATE AN EVEN GREATER DISTORTION OF YOUR PERCEPTIONS"

James Shepherd, Creative Director

It's easy to see where discrepancies can creep in, especially when you're dealing with entities that perpetually flit in and out of our reality. The game is dark both emotionally and visually, and all Lazarus' torch does is create an even greater distortion of your perceptions. Is that a figure lurking by an open sewer? Nope, just the lid propped up against a nearby wall. You're never one hundred percent sure what you're looking at, and there are even times when there really is nothing to see.

GHOUL INTERRUPTED

We steer Lazarus into a school lab and suddenly a TV set lifts up and cracks him across the back. Next comes a stool. It's like you've just spilt the invisible man's pint or told him that joke where he gets inadvertently buggered by Superman. We look to lead artist, Jason Wilson, for help. What? Poltergeists? Right. Riiiight. It turns out the encounter's actually a puzzle that requires you to fill the room with smoke. Do this and, all of sudden, figures begin to emerge from the haze. Figures you can finally train your weapons on. Very clever...

The other way you lock the ghosts into our world is via Lazarus' spinny capture grenade. It's another glave/chirugai/frisbee type thing and what it does is anchor your targets and allow you to weaken then with either conventional or ectoplasmic weapons. ▶

GHOUL HAND SPOOK: The blue ghosts are actually Studio Cambridge's take on the traditional 'bloke in a bedsheet' look.

LOCKED FIRE: See the lighting pot on the [illegible] do you want to, if there's a white [illegible]

SPEAKER GROAN: Rob Poulson's voice can get a bit whiney but, on the whole, he's a good choice for Lazarus.

INSIGHT

Rob Paulsen, the voice of Lazarus Jones, has also wrapped his tonsils round such roles as Pinky of Pinky and the Brain, The Smurfs, Rude Dog of Rude Dog and the Dweebs and the Doot Da Doot Du Doo Doos of the Powerpuff Girls.

SPECTRAL HEALING

Nowhere is Shepherd's concept of twisting things up more apparent than when you encounter the ghostly girls. The reversal here is based upon the idea that children project their personalities into their toys. This being the world of the dead, though, that projection manifests itself. The result is a monstrous teddy bear spewing stuffing as it tries to swat you with a rag doll replica of the girl. To quote Shepherd: "Brrrrrilliant!"

GIRLS' GHOUL: Granny's house is riddled with these little monsters.

TEDDY SCARING 'EM: Blast this beast and he'll stop to shove his stuffing back in.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

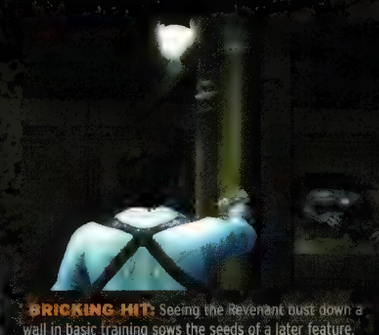
AIR GHOSTESS

Astral is the female entity that enters Lazarus the moment he opens up The Array. Not only does she grant him the ability to see ghosts, but she also becomes a playable character at certain points. While in control of her the player will be able to fly as well as possess some of the lesser creatures, such as the Revenant, and get them to do her/your bidding. It's another clever reversal that allows you to manipulate creatures that you were scrambling away from seconds earlier.

STELLA SOUL: Astral starts out in the game as a simple blue blob but later transforms into a shapely lady ghost.

CONTROL FREAK: Your spirit wife then goes on to possess simpler ghosts turning them to her will and busting walls open in the process.

HELL FOR LEATHER: The biker's jacket is actually part of the Ghosthunter uniform, believe it or not.



BRICKING HIT: Seeing the Revenant bust down a wall in basic training sows the seeds of a later feature.

"WE WANT PEOPLE TO GO, 'GOD, DID YOU SEE THE SIZE OF THAT THING?'"

Shepherd pipes up again: "In the beginning it was more like Ghostbusters, a trap on the ground. But we found you just ended up going 'dink' <mimes putting a trap on the floor> and then doing that classic thing of luring a monster into it. It just wasn't that exciting."

We flick it out into the centre of an attacking ghoul and it starts emitting beams of light while simultaneously whining like a discharged Taser. Immediately the hulking Revenant's advance slows to a crawl.

"It works a bit like a ouija board. Once you get it in them their behaviour changes. Flying ones will fall to the ground, that kind of thing."

And the reason behind all this ghost capturing? Well, it's two fold. First, you're the divot that's unleashed them onto the world and second, the only way you can power your ecto-guns is by capturing more ghosts. Now that's what we call a motivator.

There's a couple of other neat touches to the 'gotta bag them all' ethic. A ghost lasso-type-gun-thing made out of motorcycle parts for one, and the ability to taunt the captured ghosts once you've placed them in a storage facility called The Array. Remember that scene in Alien Resurrection where the scientist (the bug eyed Brad Dourif) would wound the aliens up by squirting them with a steam vent? Same thing here.

By now we've dealt with Revenant. He's bagged, he's history and we're off back to The Array to load him up with the others. A passing comment of, "He was a big fricker" immediately sparks Shepherd into life once again.

"Yeah. My brother's an avid gamer and he's always ringing me up saying, 'That bit in *Sons of Liberty* where the Harrier jump jet turned up. How brilliant was that?' He's never once gone, 'I was in this room and 50 mediocre enemies burst in.' We want people to go, 'God, did you see the size of that thing?' We've found over the years that people really like big, and so do I. It's great."

This concept of size over number is quickly realised when we come face-to-face with the poltergeists for a second time. Independently they're relatively small entities, but place them in a scrapyard full of broken vehicles to play with and suddenly Truck-o-saurus rears its ugly head. This thing is massive. Bulldozers for feet, a toothed truck for a head, digger parts sticking out of its thighs... In a word, awesome. So how, in the sacred name of Cathy Rogers, are we supposed to deal with this? We look again to Jason Wilson

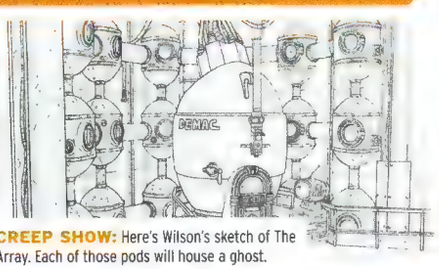
INSIGHT

On the other hand Michael Gambon is probably best remembered as being the scabby writer in Dennis Potter's Singing Detective, or perhaps as the abusive husband of that charades favourite The Cook, The Thief, The Wife and Her Lover. He's also mooted to be the new Dumbledore, too.

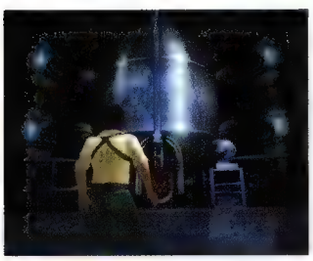
JELLY LAUGH: The ectobullet effects are tasty, especially when you go up against gelatinous ghosts.

IN SPECTRE GADGETS

Professor Richmond was a suspect for the murders that originally happened at the school. As a result, he was forced underground and had to cobble together the tools of his trade from whatever he could find. Hence the very makeshift appearance of everything Lazarus gets to use.



CREEP SHOW: Here's Wilson's sketch of The Array. Each of those pods will house a ghost.



SPOOKBOX JURY: Here it is as you'll see it in the game. Check out the use of a Wurlitzer.

ELECTRIC SCREAMS: Digital Richmond is your computerised 'control'.

FACE RELATIONS: One of the most impressive aspects of is the facial animation, with Lazarus smiling and snarling his way through the game.

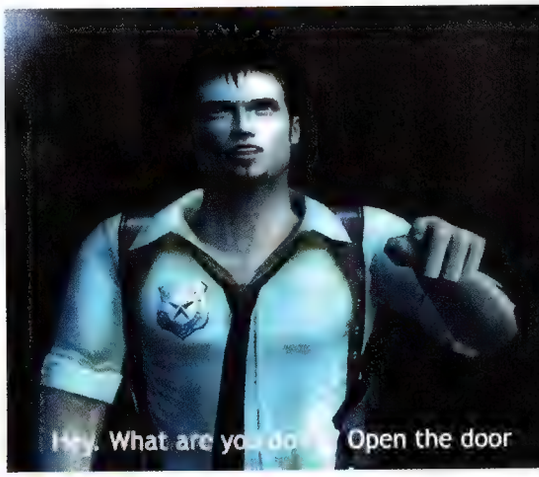
FIRST CLASS GHOST: One of the opening tasks is to switch on the school's back-up power generator.

BORN TO BE BRAD

The team learned their lesson about character development the hard way with both *Medievil* and *C12*. So this time they decided to take the easy option. Make Lazarus Jones look a bit like Brad Pitt and leave any other connotations up to the gamers' imaginations.

PITT THE YOUNGER: Jason started with something very similar to Tyler from Fight Club, but everyone felt he looked like a Glaswegian pimp.

COP PITT: Then came Brad in Seven to bring that all important fuzz factor to the project.



PITT THE BED: And finally Lazarus rises up from the dead pages of Jason Wilson's sketch book and becomes the ghostbuster for the 21st century.

© The Kobal Collection

"THIS THING IS MASSIVE. BULLDOZERS FOR FEET, A TOOTHED TRUCK FOR A HEAD... IN A WORD, AWESOME"

who quickly swears us to secrecy before revealing the solution. Suffice to say it's less obvious than you might initially think, but still tests rather than belittles your pad skills.

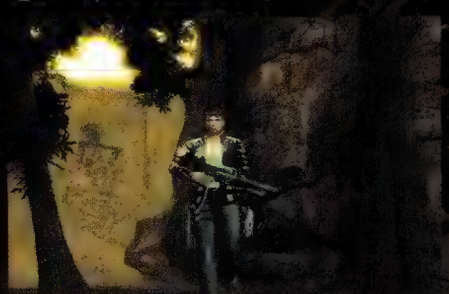
DEAD END

And so PSM2's hands-on experience of the undead draws to an end. Jason and James show off a few of the later levels – a haunted WW2 battleship, and the briefest tantalising glimpse of the high security prison – before the studio's communications manager, Mark Green, marches us away and takes us on a guided tour of the various workstations. We stop in front a guy working on the facial animations of Lazarus, and again Shepherd elaborates.

"You can set the face into a pose, but when you put the lip-sync in, it overrides the lower part of the jaw. So you get a character shouting 'I'm going to rip your head off and shit down ya neck' and the lips'll be going <does a decent impression of a ventriloquist's dummy>. Now we can lip-sync with an expression."

The programmer double runs the same snippet of speech through Lazarus' on-screen head. The first time we see him chatting through a dead cheesy grin, the second he's scowling like someone's just nicked his chips. With the press of a few buttons the programmer ups the sneer factor, and the crow's feet begin to wrinkle by the side of the Lazarus' eyes. Man, he looks pissed off. Which is ironic really, as everyone standing around the station is smiling, the unspoken subtext of 'Christ, this looks good' apparent on every single face. It's a moment that just goes on and on and on... There's six of us, just standing there, smiling. **PSM2**

There's still stuff to be done on the later levels, and some of the animations and AI still need some work, but the wealth of great ideas and cutting play we've seen already means we'll be worrying this one like carrion crows right up to the day of its release.



SPINNING KICK: The opening to the swamp level is a straight shoot-out.

DVD ACTION

Wrap your dead eyes round the beautiful freaks of Studio Cambridge's horrorshow as we bring you in-game footage.

HANDS-ON VERDICT

One thing that really stuck out as we played was the use of light. In the swamps, a sickly sun filtered through the foliage while on the darker levels Lazarus' torch kicked up freakish shadows at every turn. It's obvious that the team are out to capitalise on any tricks your eyes might play on you, and this is particularly evident once you get hold of the UV filter. Take this, and the torch, back to the school hub level, shine its purple light over the walls and suddenly bloody graffiti can be seen on every surface. It's a great revelation and one that immediately has you backtracking in a search for stuff that might, or might not, be there.

You'll love it because...

You just can't get enough of that guns 'n' ghouls combo.

You'll hate it because...

You like the dead to stay dead, and – preferably – the living to be that way as well.

ORIGINALITY ★★★★
HANDLING ★★★★
PRESENTATION ★★★★★

ghosthunter

INFO

- **DEVELOPER** Sony Studio Cambridge
- **PUBLISHER** Sony
- **GAME TYPE** Third-person Action Adventure

ANTICIPATED FEATURES

- Voice talents of Joe Morten as Professor Richmond, Rob Paulsen as Lazarus, and Michael Gambon as Hawksmoor.
- Two playable characters, Lazarus and Astral.
- Six locations.

WHERE IT'S AT...

- We played three of the levels and all three were coming together nicely.

PLAYSTATION 2 MAGAZINE
PSM2

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

トクセンショウホウ

プレビュー

LET'S JUST PUT THE GAMES IN TWO PILES. ONE PILE FOR GOOD GAMES, ONE PILE FOR BAD GAMES.

DAN G

Thank the God of videogames that that's over. If we see one more brilliant PS2 game we'll... we'll... have to extend our E3 section even further. Dammit.

What you don't know, however, is the sheer turmoil that went into compiling this month's mag. Last month – piece of piss. Big pile of games. Put them all in the magazine – bongzoi – another winner. This month we could have written War and Peace and re-woven the Bayeux Tapestry with the knowledge and screenshots we have at our fingertips.

Getting a game into PSM2's E3 coverage is a mighty achievement. If you've just got your game in there well done. You're on track to create a great game. You can't see *Monster Dirt Monkey SX* in there? Then perhaps you'd best sack everyone.

And we fought long and hard to get the likes of *Tony Hawk's Underground* and *Killzone* in there despite the best efforts of their publishers to keep them out. And we'd like to tell the makers of *Street Racing Syndicate* that they'd have got a spread if they'd given us proper photos of the girls from the game. So, you keep reading PSM2, and we'll keep sifting the crap from the crabcakes.

PSM2'S MANIFESTO

PSM2's PREVIEWS ARE: Packed with the best shots taken from the most exciting PlayStation 2 games currently in development. They give you all the crucial details you demand and direct you towards the key features of the game which we think will make a difference. We'll also bring you our hands-on verdict for every new game – giving you unrivalled insight into how the game's *really* shaping up (there's no press release-style waffle here...).

PSM2's PREVIEWS AREN'T: Simply dull, badly written back-story summaries for third-rate titles you really don't need to know about.

EXPECTED UK LATE 2004

METAL GEAR 3 SNAKE EATER

He's back. He's in the jungle. And he's absolutely *starving*! It's the sequel to everyone's favourite stealth action game with too much talking in it.

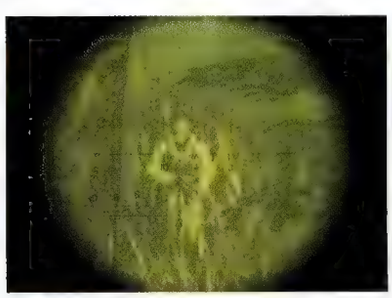
"SURELY you'll announce *Metal Gear Solid 3*?" "No, our big E3 game this year is something different," Konami replied. "Are you sure?" we asked. "Yes, definitely," they insisted. Well what a hopeless bunch of liars they are. Not only did we see *MGS3* announced, but there's a massive 12-minute movie of the game in action too! But don't you just love them for it?

Like proud parents on Christmas Eve Konami didn't want to spoil the surprise. Bless. But that's very nearly what happened when the last one-and-a-half minutes of the trailer was leaked on to the Net with a couple of days to go. Surely this was some kind of spoof? The sequel to *MGS2* can't possibly be called '*Snake Eater*'?!...

Fortunately, there's a very good reason for that peculiar moniker. Hideo Kojima (the *MGS* genius) invented the ▶

"SURELY THIS WAS SOME KIND OF SPOOF? THE SEQUEL TO MGS2 CAN'T BE CALLED 'SNAKE EATER'?!"

FIRING SQUAD: Koj' was clearly anxious to show off his new in-game fire effect. The result? Absolutely stunning.



SCOPE ON A ROPE: Here's hoping the sniper rifle plays a bigger part of the action this time around. We love 'em.

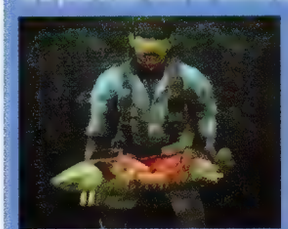
WADE IN KOREA: The 1960's timing means the Korean war must be an inspiration.

ALICIA TREES: With his all-green romper suit, the youthful slender snake can disappear among the foliage.

WATER WAY TO GO: After creating spray and rain for *MGS2* Kojima wants to up the ante with amazing waterfalls in *MGS3*.

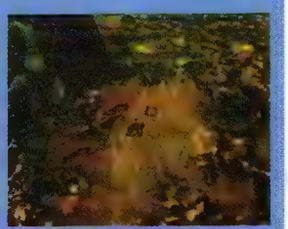
HIDEO'S VIDEOS

1 [illegible] days, Hideo Kojima prefers to unveil his *Metal Gear* games at the E3 show in Los Angeles, rather than the much-closer-to-home Tokyo Game Show. Hideo loves the glitz of Hollywood and the [illegible] each time he's [illegible] in action – played, directed and edited by the game's own [illegible]. It's meant to look like a Hollywood movie trailer, but this is all in game as [illegible]



DEATH FISH: [illegible]

SNAKE CHARMING: [illegible]

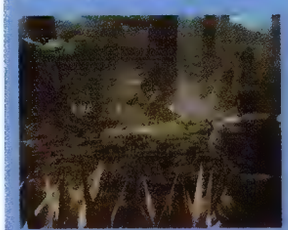


MUDDY HOLLY: Look! Reflections in the water. And footprints in the mud!

HIDE AND PEEK: [illegible]

HE HANGS: [illegible]

DOG GONE: The enemies can now send out guard dogs to hunt you out.



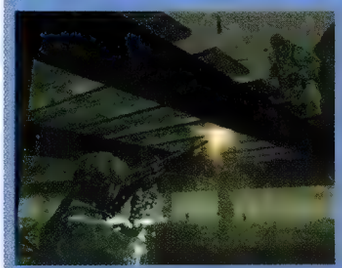
SPLINTER SELLS: [illegible]

VICE AND EASY: [illegible]

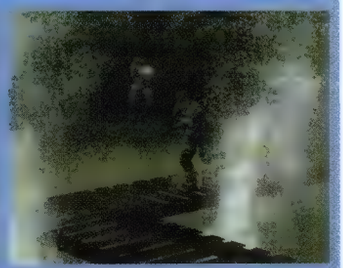
QUESTION CRIME: [illegible]

BUCKS PHYSICS

2 And you thought that the particle goodness of the last game was impressive? You ain't seen nothing yet. We've seen bullets extracting leaves from bushes, and wood actually fracturing into splinters under duress. And let's not forget the spray from waterfalls and splashes from shellcases as they fall into the water. Mamma mia!



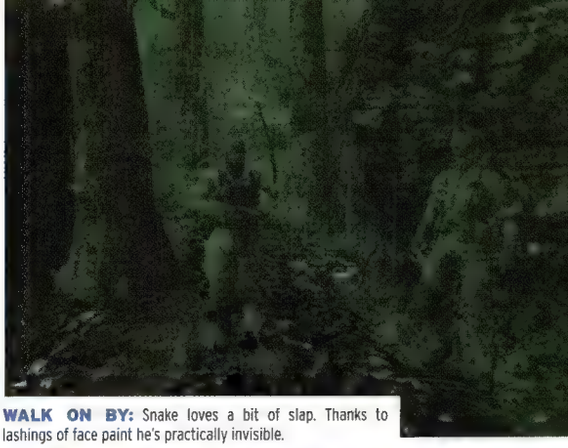
PIERS BROSNAN: [illegible] boardwalk then fires *through* it at a guard above.



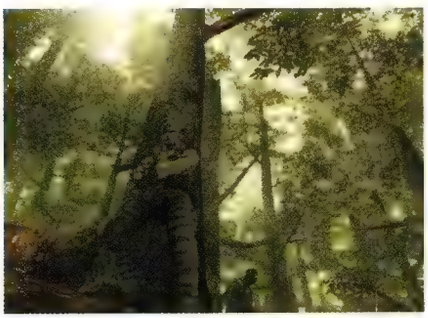
SPLASH FOR QUESTIONS: All hell breaks loose and explosions send spray into the air.

CAMO' BE THERE

3 One of the most excellent new features is the ability to use the jungle to make Snake 'disappear' right before your eyes. Despite being in plain view, guards will wander right by a camouflaged Snake, provided he's stood in the right place.

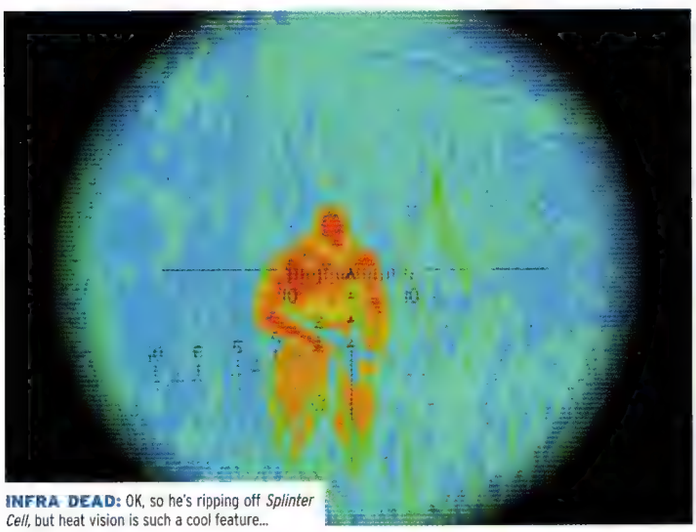


WALK ON BY: Snake loves a bit of slap. Thanks to lashings of face paint he's practically invisible.



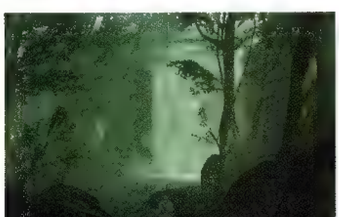
TREE BORE MINT: You can stay hidden for as long as you like, but sheer hunger will drive you out into the open eventually.

SLIT FOR A KING: Step out from the bracken and slice open an unsuspecting guard's jugular. They won't know what hit 'em.

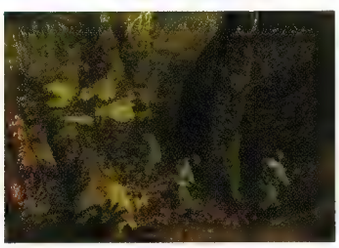


INFRA DEAD: OK, so he's ripping off *Splinter Cell*, but heat vision is such a cool feature...

STUMP ACTION: Snake evades enemy detection by a fallen tree then sets off in pursuit of his prey.



RIVER AND ONIONS: Looks like Snake will have to use the jungle streams as pathways.

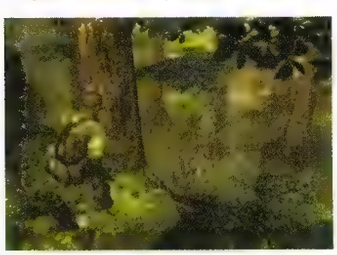


PATROL PLAY: Once alerted, the guards will kick into patrol mode and try to sniff you out.

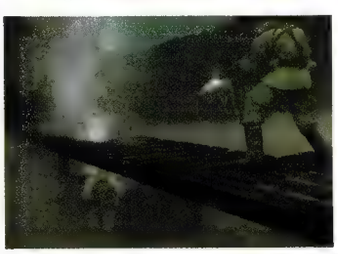
stealth game, and now he's combined that with some survival elements to create a game in which our hero Solid Snake not only has to infiltrate the enemy base and take out the big boss (possibly *the* Big Boss...), but also has to *survive* the jungle in order to get there in the first place.

Set in the 1960's, *MGS3* sees a younger (slightly thinner?) Snake, blown off course on his parachute, drop behind enemy lines. He now has to journey on foot through the jungle hunting and eating his food en route.

The jungle is teaming with wildlife (we've seen dogs, fish, snakes and birds so far) and care has been taken to bestow each species with AI as accurate (and as highly regarded) as the *MGS* troop AI. So, whereas before all you had to do was to stay out of trouble, now your life is always diminishing and – just as in real life – you've got to eat to survive.



BARK ATTENDANT: From his vantage point up a tree Snake can watch all the guards mooch past.



FIRST CLASS TRAIL: As bullets zing through the water they leave bubble trails behind.

And Kojima insists that if you eat more of one animal than another you'll take on some characteristics of that animal... How this is going to work in practice though is still open to debate.

And on top of the new gameplay, with you potentially risking death to pluck a tasty chicken from beneath the nose of your enemies, there's the amazing new interactive jungle.

"YOUR LIFE IS ALWAYS DIMINISHING SO YOU'VE GOT TO EAT TO SURVIVE"

The organic setting is much more detailed and random than the faceless corridors of the Big Shell and you'll have to cross streams, climb trees and use the jungle as camouflage in order to sneak past bad guys.

We've seen detail such as long grass being bent over and sent swaying as you swish through it. Splinters of tree and foliage are thrown airborne by machine gun fire. Fish leap from water, spiders crawl across webs and light breaks through the leafy cover above and illuminates patches on the complex surfaces of residents as they try to sneak through.

What's got us all fired up at the moment is the sheer *randomness* of the environment. It looks as though just getting across a raging river, or up a rocky outcrop could be a game-stopping problem, necessitating the use of the old grey matter. But then there's the advantage of camouflage. Snake can be in plain view of a guard but be invisible by standing against just the right type of backdrop.

Add in new moves, such as the ability to dangle with one hand and shoot with the other, various

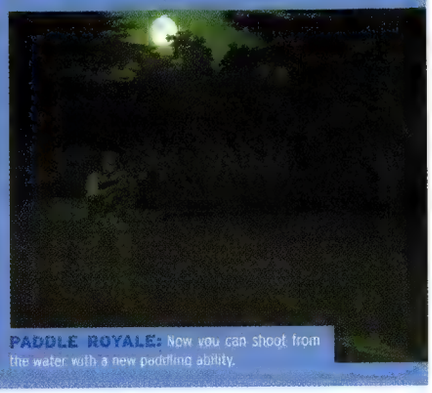
SKILL COLLINS

4 Snake has a whole new set of moves this time around, all engineered to allow you to make the most of that haphazard organic jungle setting. It's unclear as to how the new complex move set is going to transfer to the joypad as yet, but you can bet that every button on the pad will get a workout. Our money's on extensive use of the right-stick in order to trigger crawling, climbing and other more delicate shimmies.

FRITZ HANG: Dangle from branches with one arm and shoot with the other. Just watch your grip.

SHIMMY NAIL: Unable to find a hiding place fast enough? Well just hang from a cliff edge instead.

JUDGE VINE HOLD: Snake can climb trees so long as there's plenty of chunky handholds.



PADDLE ROYALE: Now you can shoot from the water with a new paddling ability.

DVD ACTION
The full 12-minute *MGS3* presentation from the Konami event is on your DVD. Full crisp digital reproduction next month.

EYES-ON VERDICT

5 Normally we'd use this bit to tell you how the game plays, but in the case of *Metal Gear Solid 3* the game was still under wraps back at Konami HQ Japan.

Instead the game was unveiled at an exclusive invites-only Konami conference on the day before E3. Kojima took to the stand and – after a long rambling speech that included lots of the word 'three' – he pressed Play on his video and let the world see the results of his labours.

The gathered games media sat through the 12-minute trailer in hushed silence mostly, but moments of brilliance, such as the spoof on *Vice City* where Snake fails to steal a guy's motorbike and his insistent grilling of a guard to find out the game's release date brought genuine laughter and, at the end, rapturous applause.

You'll love it because...
You love *Metal Gear Solid* and anything with Solid Snake in it is mana from gaming heaven.

You'll hate it because...
You wanted Snake's next adventure to take place on city streets complete with car-jacking, prostitution and drug running. Or 'in space' as one well informed Internet nobody insisted...

ORIGINALITY	★★★★
HANDLING	★★★★
PRESENTATION	★★★★★

METAL GEAR SOLID 3
SNAKE EATER

INFO
- **DEVELOPER** KCEJ
- **PUBLISHER** Konami
- **GAME TYPE** Action

ANTICIPATED FEATURES
- A whole new world to explore, with the most obvious addition being the jungle. Kiss goodbye to regular corridors and obvious dangle points.
- A new set of climbing, hanging, swimming and somersaulting moves.
- A new set of bizarre baddies and cloned brothers...

WHERE IT'S AT...
- Despite looking a damn sight more finished than some games we saw, we predict that Koji's latest epic has got a looong way to go. Mid 2004 at the earliest, then.

FOREST WHITTAKER

5 It's all about that environment. Let's take a few moments to admire the sheer genius behind some of the techniques shown in these shots. Most games are built from cubes. Not so *MGS3* – with the ground gently undulating, no set path to take between the trees and a hundred hidey holes for jungle creatures always within pouncing distance. If the guards don't get you, the wildlife will.

JUNGLE MASSIVE: Here's hoping they include some kind of map or you're gonna get lost.

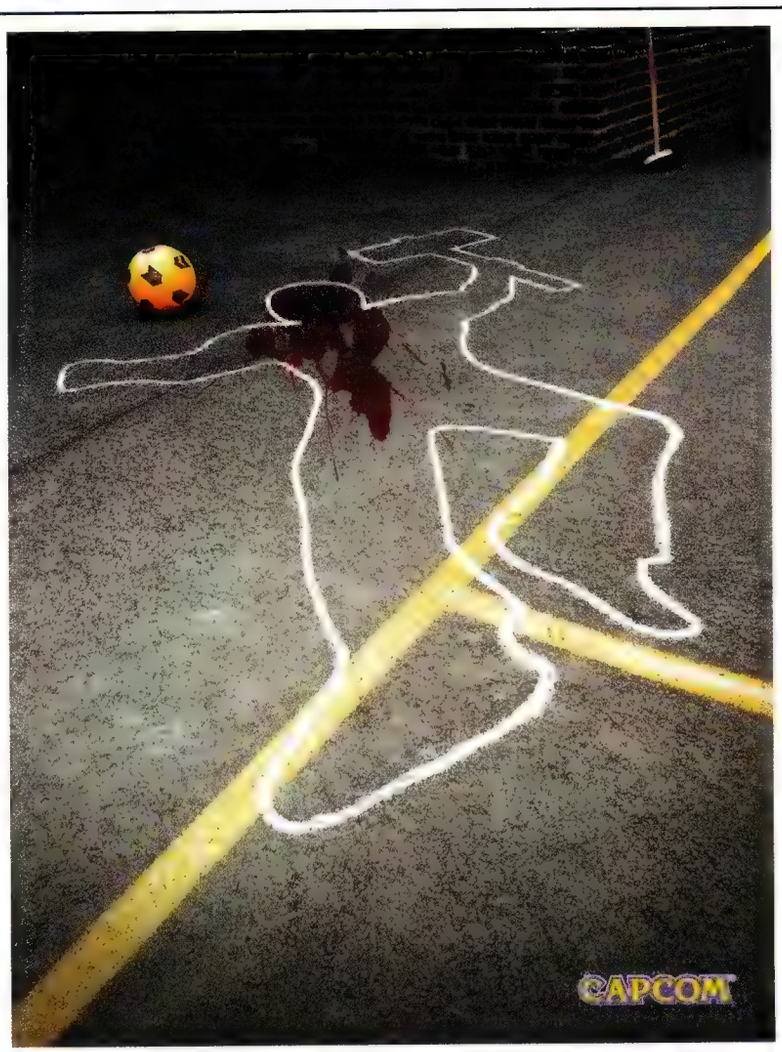
summersault and flip-jump options and the ability to climb and you've got a whole new Snake on your hands.

At present, the footage shown (which you'll find resident on this month's DVD) is only a trailer depicting some of the action possible, but the sheer potential of the jungle backdrop and the new 'kill to survive' gameplay has us gasping for a go.

No longer will you be able to stealthily side-step entire areas packed with patrolling guards. If your lunch just happens to be scuffling through the undergrowth you're going to have to get in there and hunt it out.

There are no indications of the exact duration of the adventure, but we've got our fingers crossed for less codec pontificating and a bit more action this time round. And once you're survived that jungle, there's a whole base to infiltrate, as well. Isn't it nice to know that after all that plodding through treacherous rivers and jungle, there's a nice steely blue corridor awaiting you at the end? **PSM2**

Next month we'll have that trailer in glorious super-quality DVD-o-vision.

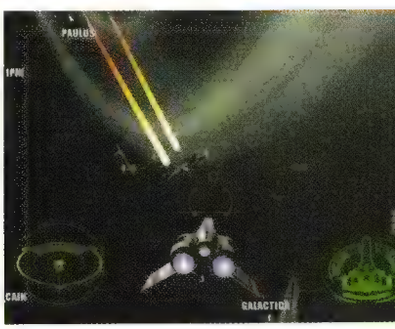


COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

EXPECTED UK OCTOBER 2003

STRAFE TO VIDEO: Mission updates from your wingmen flash on to the HUD and keep the action barrelling along.

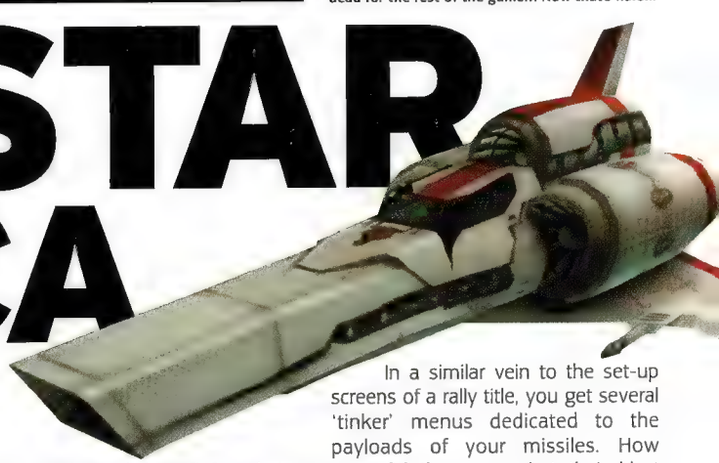


LORD OF THE WINGS: Here the three other Viper pilots back you up as you zone in on the Cylon.

ACE OF SPACE

1 The character you play is the young William Adama (portrayed by Lorne Greene in the TV series) who's just signed up as an Ensign on the Battlestar Galactica. A cool feature of this rookie outset is that the more experienced you become, the more commandable wingmen you earn – up to a maximum of three. Carry on being successful at missions and their stats will improve alongside yours. Lose one in a scrap, though, and they're dead for the rest of the game... Now that's harsh.

BATTLESTAR GALACTICA



We're coming home, we're coming home, (deep breath) Battlestar Galactica's coming home...

TRUTH is, it's not. For those of you expecting a port of the 'classic' TV series, prepare to be mildly disappointed. This game isn't about the long trek of the last Battlestar back to Earth. Instead, what we're looking at here, is a prequel that takes place some 40 years before the Cylon/Colonial wars.

Relevant, to some extent, because this is exactly when the new TV series will be set when it appears on our screens later this year.

It's a move that obviously makes financial sense, but for those of us who remember the original '70s series, it's already got the alarm bells ringing. You see, because Universal own the rights to the series, they're free to take whatever artistic licence they fancy with the archive material.

The first thing we noticed on a recent visit to the Warthog studios in Stockport, was that the Cylons don't look exactly how we remember them. Their legs are longer, their waists drainpipe thin... Aside from the one roving red eye of their face plates, they bear only a passing resemblance to the blokes in suits we once learned to hate. A bad thing? Not necessarily. Licences obviously benefit from being updated, and if a few minor details get changed in the name of progress, who are we to complain?

If we received a copy of a TV episode, we'd spend most of our time cruising about a vacuous vacuum looking for the odd Cylon Raider to take out. Here, there's swarms of them, and there's an all new heavy bomber to pilot and even a few missions in a commandeered Raider.

As far as mission structure goes, it's very similar to Lucasarts' *Starfighter* titles. Escort, defensive, assault, infiltration and recon. Where you get a sense of something new is in how you arm your craft.

In a similar vein to the set-up screens of a rally title, you get several 'tinker' menus dedicated to the payloads of your missiles. How powerful they are, what their blast radius is, agility, speed... And each stat is tied in with the others. So, opt for a series of small, nimble torpedoes and you'll be able to get a decent barrage off with split-second timing. Build a mothership piercing nuke and you could well die of boredom waiting for it to reach its target.

Now all they need to organise is a Muffit cockpit toy, ensure that the 'du-du-du-du-du-shooowow' launch sequence is in there, and we'll be happier than Adama at the cut-price cassock warehouse. **PSM2**

A need to tidy the on-screen furniture, but apart from that looking good to go for an October release.

"THE CYLONS DON'T LOOK EXACTLY HOW WE REMEMBER THEM"

PSM2 FIRST PLAY

YES-S TITANIC: Even the Galactica gets dwarfed by the Cylons' motherships.

STARS IN THEIR SKIES

2 If you're going to have all your missions happening in deep space, then you've got to make sure your artists are up

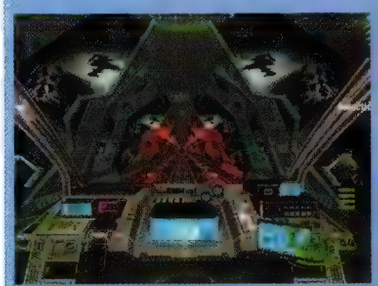
GLOBE SPOTTERS: Action invariably

ROCK OF RAGES:

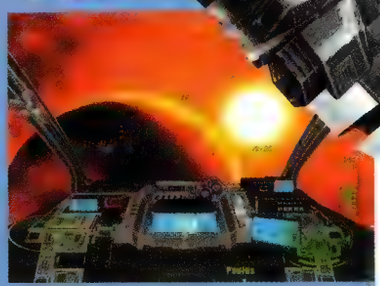
DVD ACTION
Hold on to your Cylons, people, because we've got a dish of purest *Galactica* coming your way next month.

ERECTOR SEAT

3 Well, it's got us excited. The cockpit view from the Vip with the added attraction that you can swivel the p to either side while screaming about the galaxy. T other external third-person perspectives but, at PSM2, we're a the first-person option for that seat of your brown padde



TUNNEL OF SHOVE:
Flashy lights trigger such memories?



DISPLAY FOR TODAY:
Nicely detailed, but the info on the HUD isn't replicated.

AFTER TURNERS:

MISSILE DEMAND: The lock-on system allows you to target multiple enemies at once.

POCKET MINISTEPS: Here it is in action: four fast missiles screaming off after a doomed Cylon.

HANDS-ON VERDICT

4 Let's start on a high, shall we? The CG intro sequence is better than the TV series ever was by a long long way, even through the jaded nostalgia-ridden eyes of the elderly members of PSM2. A huge battle in the middle of an asteroid field and loads of eye-scooping laser fire and explosions. All lovely, all very exciting. In-game, though, it's obvious that the framerate needs a boost and the AI could do with being balanced to breed those essential factors for a decent dog-fight; aggression, self preservation and team work. The Cylons are numerous but, for the moment, they're past you quick as a flash and off in the distance before your lasers have even had a chance to warm up. It's not too great a concern, however. Warthog are the folk behind *Starlancer* on PC, and they're also looking after both the ground and space zappage of *Mace Griffin: Bounty Hunter*. Which means that if there's anyone out there that should know one end of a Tucana from the other, it should be this lot.

You'll love it because...
It's space combat without a sniff of an R2 unit or Jedi's hood.

You'll hate it because...
If you escorted one troop carrier, you've escorted 'em all.

ORIGINALITY ★★
HANDLING ★★★
PRESENTATION ★★★

BATTLESTAR GALACTICA

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

EXPECTED UK AUGUST

SUMMER HEAT BEACH VOLLEYBALL

With our own version of *DOA Volleyball* in the pipeline, surely there's no reason to shell out for an Xbox?

HOPING to follow in the sandy footsteps of Tecmo's Xbox beach sports smash comes *Summer Heat*. With a formula virtually identical to that of *Dead or Alive Xtreme Beach Volleyball*, Acclaim's title also features a steamy selection of equally pneumatic scantily clad beach babes.

Look beyond the teenage wet dream material however and you'll find a game of surprising complexity. The rules of volleyball may be simple – make as many one-touch passes as you like to get the ball over the net without it touching the floor – but much like tennis, they're ideal for converting into a videogame.

The mechanics of the game are almost as easy to pick up as the concept. Any one of the three action buttons can be used to serve the ball into your opponent's territory. Then once the ball's in play, △ is used for a hard struck return back over the net, □ sets up a pass to your team-mate and ⊗ is used to make a pass with a return back to you that's set up for a smash. Pressing and holding down the action button a split second before you receive the ball lets you control the power of your return (unless of course you're going for a pass). And shots can also be blocked at the net by hitting ⊗.

As this incarnation of beach volleyball is strictly two-on-two, *Summer Heat* is at its best as a four-player. Single or two-player games can be played almost as effectively however, as your AI controlled team-mate quickly fills in the gaps left by your court position and does a solid job of playing the ball too.

British summers being what they are, this deceptively simple and playable game looks all set to be one way of guaranteeing some serious time down on the beach. **PSM2**

Turn up the heat this August.

"LOOK BEYOND THE WET DREAM MATERIAL AND YOU'LL FIND A GAME OF SURPRISING COMPLEXITY"

PSM2 FIRST PLAY

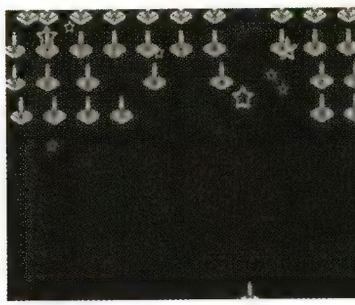
DVD ACTION
PSM2 is eminently collectable, which is why you have a pristine copy of issue 36, don't you? Good. This is on the DVD.

A SPIKE-EE JOINT: The colour of the on-screen arrows show what type of ball is being played to you.

RETRO TO GO

1 If you ever get tired of shaking sand out of your two-piece, *Summer Heat* offers a selection of other ways to spend your time. In addition to a selection of beach-based minigames, you can also get stuck into a range of Atari-style arcade classics.

BOWLING FOR CONCUBINE: The geriatrics' favourite never looked so good.



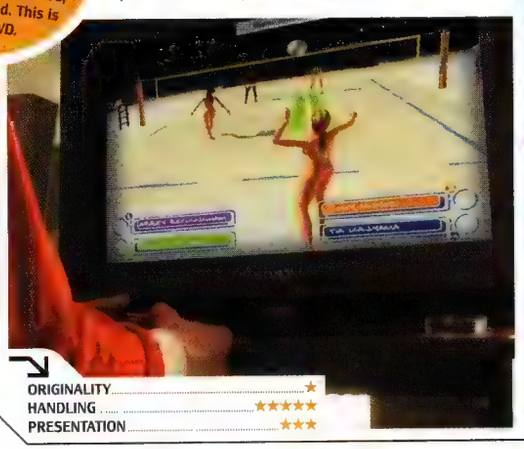
HIT THE HUT: Variations of coin-op classics are in the Beach House sub-menu.

HANDS-ON VERDICT

2 While this may appear to be innocent girlish fun, bat a beachball around these dunes for a while and you'll discover this is anything but. Almost as intense as four-player double bouts of *Virtua Tennis 2*, the two-on-two action on offer here makes for thrilling stuff indeed. The players are all extremely well modelled and animations are spot on, too. While the game itself is virtually in its finished form, the camera needs some work at present, swinging back and fourth like a demented pendulum, plus there's still plenty to be ironed out presentation-wise, and of course there's those yawnsome loading times too. Still, bar something going horribly wrong, it's a safe bet that Acclaim will have the sports game of the summer with this one.

You'll love it because...
Finally there's a new kind of sport game appearing that's actually worth playing.

You'll hate it because...
It's just a shameless rip-off of an Xbox title.



ORIGINALITY ★
HANDLING ★★★★★
PRESENTATION ★★★

beach volleyball

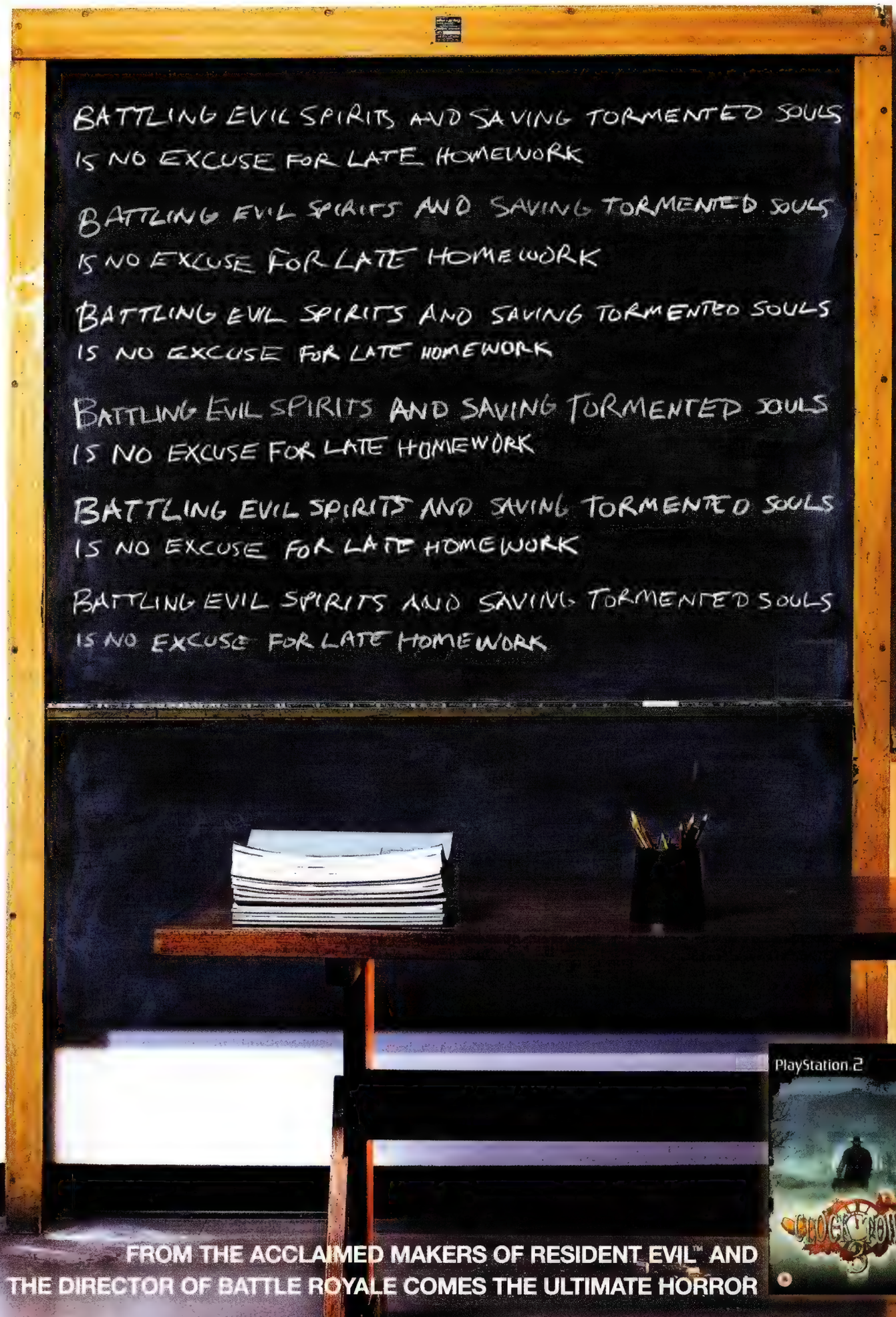
INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

CAPCOM
clocktower3.co.uk

PlayStation.2



FROM THE ACCLAIMED MAKERS OF RESIDENT EVIL™ AND
THE DIRECTOR OF BATTLE ROYALE COMES THE ULTIMATE HORROR

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"Fast, crash-heavy racing ...the thrill-a-second US motor sport." Xbox World

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PlayStation.2

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COMING SOON

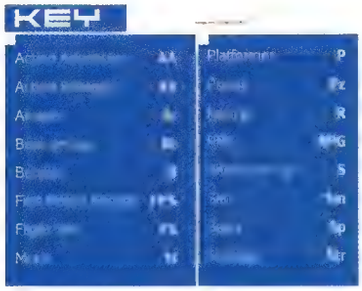
ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

EVERY KNOWN GAME ETA

INCOMING

Your monthly guide to the future of PS2 – no other magazine brings you such a comprehensive view.

KEY



JUNE 2003

Armored Core 3	Metro 3D	M
Black & Bruised	Vivendi	Bt
Clock Tower 3	Capcom	AA
Dark Chronicle	Sony	RPG
Die Hard Vendetta	Vivendi	FPS
Dungeons & Dragons Heroes	Atari	AA
Evil Dead: Fistful of Boomstick	THQ	AA
F1 Career Challenge	EA	R
Fighting Fury	Midas	Bt
Futurama	SCi	AA
Hulk, The	Vivendi	AA
IndyCar Series	Codemasters	R
Macken Shao	Midas	AA
Resident Evil: Dead Aim	Capcom	S
Return to Castle Wolfenstein	Activision	FPS
RTX Red Rock	Activision	AA
Starsky & Hutch	Empire	AA
Tribes Aerial Assault	Vivendi	FPS
Virtua Fighter 4: Evolution	Sega	Bt
Wakeboarding Unleashed	Activision	Sp
WWE Crush Hour	THQ	R
X-Files: Resist or Die	Vivendi	AA
XGRA	Acclaim	R

JULY 2003

Charlie's Angels	Ubi Soft	AA
Freaky Flyers	Midway	FS
Freestyle: MX	Midway	Sp

AUGUST 2003

Alter Echo	THQ	AA
Beach Volleyball	Acclaim	Sp
Great Escape, The	SCi	AA

Tomb Raider: TAOD	Eidos	AA

SEPTEMBER 2003

Breath of Fire: Dragon Quarter	Capcom	RPG
Chaos Legion	Capcom	AA
Club Football	Codemasters	Sp
Crouching Tiger, Hidden Dragon	Ubi Soft	AA
Dirt Track Devils	Midas	R
Disney's Extreme Skate Adventure	Activision	Sp
Finding Nemo	THQ	AA
Italian Job, The	Eidos	R
LMA Manager 2004	Codemasters	Sp
Reel Fishing 3	Ubi Soft	Sp
Splashdown	THQ	R
True Crime	Activision	AA
Wallace & Gromit in Project Zoo	Bam!	P
Warhammer 40K: Fire Warrior	THQ	FPS

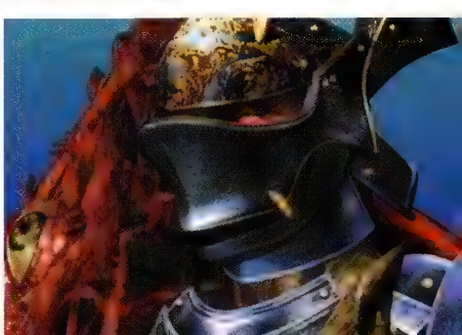
LATE 2003

13	Ubi Soft	FPS
A Sound of Thunder	Bam!	AA
A Train 6	Midas	Sm
Amplitude	Sony	B
Bad Boys 2	Empire	AA
Batman: The Rise of Sin Tzu	Ubi Soft	AA
BattleBots	THQ	Bt
Broken Sword: The Sleeping Dragon	THQ	AA
Bulletproof Monk	Empire	AA
Bust-A-Bloc	Midas	Pz
BVC: Battle Construction Vehicles	Midas	R
Colin McRae Rally 04	Codemasters	R
Conflict: Desert Storm 2	SCi	AS
Curse: The Eye of Isis	Wanadoo	AA
Detonator	Midas	Pz
Dragon's Lair 3D	THQ	AA
Dredd Vs Death	Vivendi	FPS
Eternal Quest	Midas	RPG
Final Fantasy 10-2	Sony	RPG
Four Horsemen of the Apocalypse	3DO	AA
Freedom: Soldiers of Liberty	EA	AS
Ghostmaster	Empire	Sm
Ice Nine	Bam!	FPS
IronStorm	Wanadoo	FPS
Jak 2: Renegade	Sony	P
LOTR: Return of the King	EA	AA
Moji Ribbon	Sony	B
Nightmare Creatures 3	Konami	AA
Pilot Down	Wanadoo	AA
Pop Idol	Codemasters	B
Red Dead Revolver	Capcom	S
RPM Tuning	Wanadoo	R
Seed: War Zone, The	Midas	Str
Sniper 2	Midas	S
Soul Calibur 2	EA	Bt
Sphinx and the Shadow of Set	THQ	AA
Spongebob Squarepants	THQ	P
SpyHunter 2	Midway	S
Tak and the Power of Juju	THQ	AA
This Is Football 2004	Sony	Sp
Tiger Woods PGA Tour 2004	EA	Sp
Urban Freestyle Soccer	Acclaim	Sp
ZOE 2: The 2nd Runner	Konami	M

TO BE CONFIRMED/2004...

Alias	Acclaim	AA
Alien vs Predator: Extinction	EA	Str
Altered Beast	Sega	AA
ATV Offroad Fury 2 Online	Sony	R
Backyard Wrestling	Eidos	Bt
Baldur's Gate: Dark Alliance 2	Vivendi	RPG
Beyond Good and Evil	Ubi Soft	AA
Bomberman Kart	Konami	R
Bomberman Online	tbc	Pz
Butterfly Table Tennis	Metro 3D	Sp
Catan	Capcom	Pz
Capcom Fighting All-Stars	Capcom	Bt
Celebrity Deathmatch	Take 2	Bt
Coaster Works 2	Xicat	Sm
Corvette: Zero to Go	TDK	R
Conan: The Dark Axe	TDK	Bt
Conflict: Desert Storm 2	SCi	AS
Crank The Weasel	Midway	P
Crash Nitro Kart	Vivendi	R
Cy Girls	Konami	AA
Daredevil	THQ	AA
Dead to Rights	EA	AA
Deer Hunter	Atari	S
Delta Force	Nova Logic	FPS
Destruction Derby Online Arena	Sony	R
Dog's Tale	Sony	Sm
Dororo	Sega	AA
Driver 3	Atari	R
Duke Nukem Forever	Take 2	FPS
ESPionage	Midway	AA
Everquest Online Adventures	Sony	RPG
Evil Prophecy	Konami	S
Fahrenheit	Vivendi	AA
Fast and the Furious, The	Vivendi	R
Fatal Frame 2	Tecmo	AA
FIFA 2004	EA	Sp
Final Fantasy 11	Sony	RPG
Firefighter FD18	Konamni	AA
Fugitive Hunter	Atari	AA
Full Throttle: Hell on Wheels	Activision	AA
G-Police Online	Sony	FS
Ghosthunter	Sony	AA
Gladiator: Sword of Vengeance	Acclaim	AA
Gladius	Activision	RPG
Gradius 5	Konami	S
Gran Turismo 4	Sony	R
Gregory Horrorshow	Capcom	AA
Hardware: Online Arena	Sony	S
Harvest Moon: Save the Homeland	tbc	RPG
Haunted Mansion, The	TDK	AA
Headhunter 2	Sega	AA
Hot Wheels: Highway 35	THQ	R
Inspector Gadget	LSP	P
Isle of Man TT	Codemasters	R
Jacked	3DO	AA
James Bond: All or Nothing	EA	AA
Kengo 2: Bushido Master	Ubi Soft	AA
Killswitch	Namco	AA
Killzone	Sony	FPS
Knights Of The Temple	TDK	AA
Legacy of Kain: Defiance	Eidos	AA
Lego Galidor	EA	AA
Looney Tunes: Back In Action	EA	AA
LOTR: The Treasures of Isengard	Vivendi	AA
Masters of the Universe	TDK	AA
Maximo 2	Capcom	P
Medal Of Honor: Rising Sun	EA	FPS
Mega Man X7	Capcom	S
Metal Gear Solid 3: Snake Eater	Konami	AA
MLB Slugfest	Midway	Bt
Monster Rancher 4	Tecmo	AS
MX Unleashed	THQ	R
My Street	Sony	Pz
NARC	Midway	AA
Nico	Sony	AA
Nobunaga's Ambition Online	Koei	Str
One Must Fall: Battlegrounds	tbc	Bt
Onimusha 3	Capcom	AA
Onimusha Blade Warriors	Capcom	Bt
Outlaw Volleyball	TDK	Sp
PaRappa the Rapper 3	Sony	B
Pillage	Zed Two	AS
Project Manhunt	Rockstar	AA
Ratchet & Clank: Going Commando	Sony	P
Resident Evil: Outbreak	Capcom	AA
Richard Burns Rally	SCi	R
Ridge Racer 6	Namco	R
Rise of Honor	Sony	AA
Risk	Atari	Pz
Robin Hood: Defender of the Crown	tbc	AS
Rogue Ops	Wanadoo	AA
Secret Weapons Over Normandy	Activision	FS
Sega Seabass Fishing Duel	Acclaim	Sp
Shining Lore	Phantagram	RPG
Shoot to Kill	Codemasters	FPS
Sim City 4	EA	S
Skate or Die	EA	Sp
Smash Cars Racing	Metro 3D	R
Smuggler's Run 3	Take 2	R
Sniper Elite	Wanadoo	AA
Snowboard Heaven	Capcom	Sp
SOCOM 2	Sony	AS
Sonic Heroes	Sega	P
Spider-Man 2	Activision	AA
Splinter Cell 2	Ubi Soft	AA
Spy Vs Spy	TDK	Pz
SSX3	EA	R
Starcraft: Ghost	Vivendi	FPS
Star Ocean 3: Till the End of Time	tbc	RPG
Star Trek: Shattered Universe	TDK	S
Star Wars Galaxies	Activision	RPG
Street Lethal	Activision	AA
Street Racing Syndicate	3DO	R
Super Bust-a-Move 2	Ubi Soft	Pz
SWAT: Urban Justice	Vivendi	AS
Syphon Filter: Omega Strain	Sony	AA
Teenage Mutant Hero Turtles	Konami	Bt
Terminator 3	Atari	AA
Thunderbirds	SCi	AA
Tony Hawk Underground	Activision	Sp
Transformers	tbc	M
Venus and Braves	Capcom	RPG
Virtual-on Marz	Sony	M
Voodoo Islands	Koch	AA
Wheel of Fortune	Atari	Pz
Whiplash	Eidos	AA
Wizardry	Ubi Soft	RPG
World Rally Championship Online	Sony	R
Worms 3D	Sega	Pz
Wrath Unleashed	Activision	AA
Xenosaga	Sony	RPG

Incoming is your complete guide to the future for your PS2. The release dates are correct as we went to press. This listing is updated every issue – please don't give us a hard time about slippage, canning and alterations.



DVD ACTION

If you can't wait to see *Colin 4* in action then stop reading and take a butchers at the exclusive trailer on our DVD.

"COLIN MCRAE HAS ESTABLISHED ITSELF AS THE NATION'S OFF-ROAD RACER OF CHOICE"

OUT UK NOVEMBER

COLIN MCRAE RALLY 04

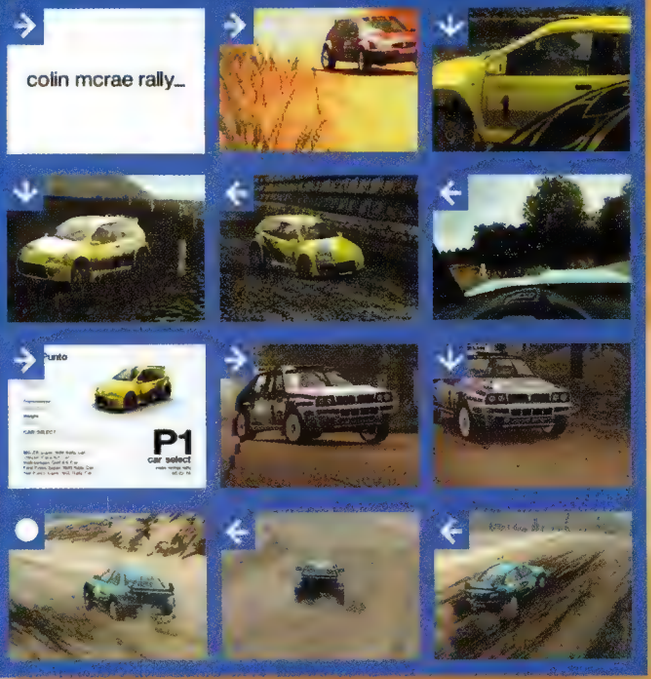
FRENCH DEFECTION: Colin has jumped ship to the Citroën Xsara team since the last game.

PSM2 brings you the very first shots and info of what promises to be the best rally game yet. All hail the return of McRae.

CO-DRIVER: Nick Ellis

THE RIDE OF YOUR LIFE

When we saw *CM04* in action it damn near blew our boxers off, and so that you guys could enjoy a taste of what's to come, we went out and secured this exclusive footage of the game in action. Don't hang about – rip that DVD out of its box and slap it in yer PS2, and see for yourself just how fine this racer is looking.



"Oh my God, look at the grass. Look. At. The. Grass." Never mind the utterly perfect dust clouds that are billowing out from behind the gleaming bodywork of the speeding 4x4 beast. Never mind the luscious weather effects, the massive gameplay enhancements, or the bumper hanging by a thread after we'd carelessly ploughed our vehicle into a rocky outcrop. It was the individual strands of grass lining the track that grabbed us by the short and curlies when we booted up the E3 demo of the quite wonderful *Colin McRae 4*.

Not, you might think, the first thing you should get excited about in a rally game, but there's a new level of detail inherent in this instalment of the revered series that truly sets it apart from the competition. And yes, that includes the rally section of *Gran Turismo 4*.

Since it first exploded on to PlayStation way back in 1998, and despite stiff competition from the likes of *V-Rally*, *WRC* and countless other pretenders, *Colin McRae Rally* has established itself as the nation's off-road racer of choice.

This year sees Colin take his second spin on PS2, and if the blades of grass are enough to colour our cheeks in fervent anticipation of the finished version, just imagine what the rest of the game is like. So while the massed ranks endured the E3 melee, we pinned down *CM04* producer ▸

"THERE'S A NEW LEVEL OF DETAIL THAT SETS IT APART FROM THE COMPETITION"

COUNTRY STYLE: The track detail is outstanding. Have you noticed the grass? Good, eh?

BEND SETTER: Marvel at the Mitsubishi Lancer Evo taking corners in the Swedish forests

COLIN MCRAE RALLY 04

"GOOD NEWS FOR SKODA FANS"

GLOBAL WARNING

Here's what to expect on the international tracks...

NEW ZEALAND
The Super Special Stage is rumoured to include a sheep-shearing minigame.

FINLAND
Finnish the section and you might be able to help out with planting a forest.

GREECE
Make sure you attach your number plate to ingratiate yourself with the locals.

JAPAN
Rain makes the tracks treacherous, and stuff on the road won't help.

SPAIN
Make sure you're around for sherry-tasting event after the rally has finished.

SWEDEN
A sauna would be a nice option after a gruelling drive in the snow.

UNITED KINGDOM
It'll be just like taking a Sunday drive through the Yorkshire dales. But better.

USA
Watch out for enemy groups taking pot shots from their training camps.

BANGERS AND SMASH: How the car managed to land at this angle is anyone's guess. Once again, too many crashes and you'll screw up your vehicle.
TREE OF A KIND: The CM team has laboured to give the environments a more organic look. So convincing are these trees that owls keep nesting in the screenshots.
SAND AND DELIVER: Here in New Zealand the tracks are lined with gentle sand banks. Elsewhere it's more dangerous, with chassis-shredding rocks and walls.
SH*T! Warning! Driving with undue care and attention will result in your vehicle losing parts faster than a leper in a washing machine.
GRAVEL SICKNESS: Whatever the road conditions, the car will always react with the surface, throwing up snow, chippings or mud depending on where you are.

FOREST BUMP: The courses are laden with spoiler-crunching obstacles.

BARRIER GRIEF: Remember the achingly hard, rain sodden Japanese tracks from the last game? They're back. Bugger.

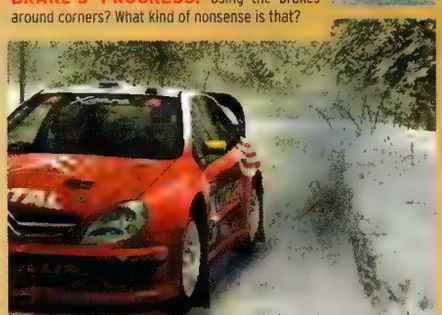
HILL SILLY: With nearly 300 bhp and a turbo charger under the bonnet, climbs aren't a problem.

▶ Rick Nath at his studio in deepest darkest Warwickshire for an exclusive bean-spilling chat. So Rick, what's under the bonnet of *Colin McRae 4*? What's new?

"We listened to a lot of people who had played *Colin McRae 3* and from that feedback discovered that while they loved the game and loved racing as Colin in the Ford Focus, they were getting a little frustrated at being confined to just one make of car in the Championship mode. They wanted to race in the Subaru or the Peugot,

"IT'S GOING BACK TO THE COLIN MCRAE 2 APPROACH, BUT WITHOUT LOSING THE INTENSITY OF COLIN 3"

BRAKE'S PROGRESS: Using the brakes around corners? What kind of nonsense is that?



so that's exactly what we've done – completely opened up the game, tried to make it as broad as possible. It's almost going back to the *Colin McRae 2* approach, but without losing the intensity of *Colin 3*. We still want people to feel part of a rally team. It's the same sort of experience, but a lot wider"

So good news for Skoda fans. Rick wasn't able to confirm a full list of teams and cars as some of the deals with the manufacturers are still being negotiated. However, he reckons the finished article will have upwards of 22 cars, around half a dozen more than *CM3*. "We've also put a two-wheel drive Championship in there," enthuses Rick. "And we're also looking at a Classic Championship with some of the old rallying stalwarts from the '80s that are really fun to drive, although that's yet to be confirmed." Wahey, roll out the Lancia Deltas!

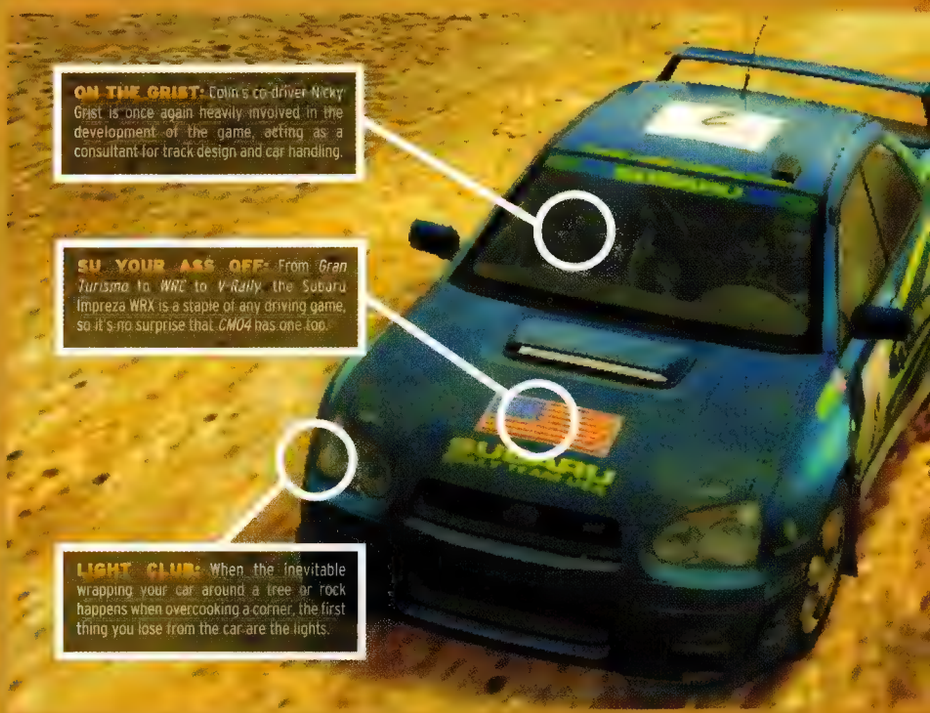
Rick stresses that a big part of the ethos behind *CM04* will be "play it with your mates" and there's evidence of this in a two-player co-op mode. "You'll be able to play as team members,

SAME
The Championship format will remain identical to *CM3* – six stages over two days followed by a super special stage.

RETRO PLUNDER: We're promised a garage of classic rally cars. 4x4 Model T Fords, perhaps?

DUST TRY HARDER: Actually, the clouds of dirt kicked up by the Xsara look just dandy.

STRADALE SORE: This Lancia Stradale is one of the fastest Group B rally cars ever made.



ON THE GRIST: Colin's co-driver Nicky Grist is once again heavily involved in the development of the game, acting as a consultant for track design and car handling.

SU YOUR ASS OFF: From *Gran Turismo* to *WRC* to *V-Rally*, the Subaru Impreza WRX is a staple of any driving game, so it's no surprise that *CMO4* has one too.

LIGHT CLUB: When the inevitable wrapping your car around a tree or rock happens when overcooking a corner, the first thing you lose from the car are the lights.

OUTBACK OF BEYOND: Hazards on the Antipodean stages sadly won't include kangaroos and koalas on the road. For shame.

racing in two separate cars but for the same team, so tactical thinking will come into it, going for manufacturers' points as well as for personal glory. And if you want a two-player experience with a more competitive edge, you can race against each other in separate teams. Of course there'll be split-screen head-to-head racing too."

This is sounding better and better. Anything else we should be wetting the bed about, Rick?

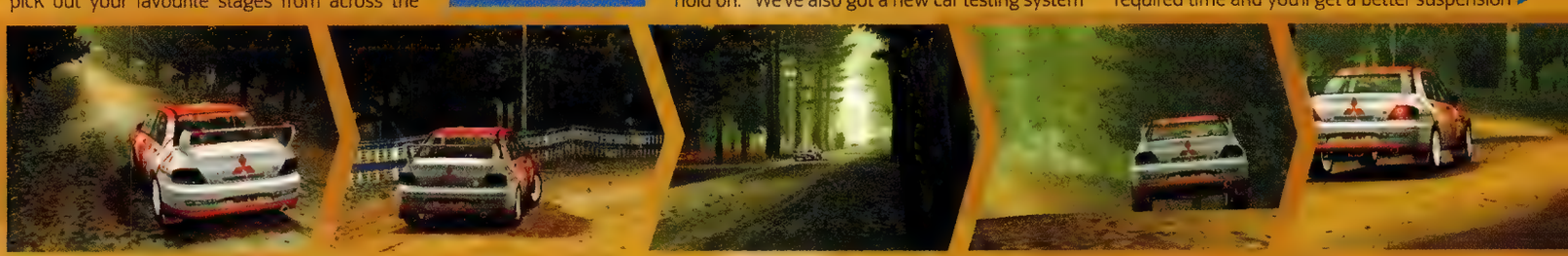
"There's also a Custom Rally mode. You can pick out your favourite stages from across the Championship and piece them together to make your own rally. There are also a number of themed preset Custom rallys in there. We've gone through and picked out the six fastest tracks, say, and stuck them together to make a really speedy rally. There are other presets that feature stages crammed with jumps or dirt tracks. But these are just ours, players will be able to construct their own rally as they see fit."

Surely that's it on the game modes front? No, hold on. "We've also got a new car testing system where you can win upgrades for your vehicle," explains Rick. "It's based on the test days in real rallies when they check out tyre compounds and the like. The real thing is pretty dull but if teams do it properly they'll gain a definite advantage and this is something we've tried to convey in the game but in a more fun way. For example there's a suspension test where you thrash your way over a series of jumps trying to get as much air as possible to fill up a gauge. Fill the gauge in the required time and you'll get a better suspension ▸

RICK'S SURE

The man who has given us most of this insider info is *Colin McRae 4* producer Rick Nath. Rick has been working on the series since its conception six years ago, so there's no one better to tell us about the game. He started as an artist on the original before moving up to lead artist on the still playable *CM 2.0*. In *CM3* he took up the role of associate producer then took over as the big boss for this latest outing. We think he must be doing something right.

"YOU CAN PICK OUT STAGES FROM THE CHAMPIONSHIP AND PIECE THEM TOGETHER TO MAKE YOUR OWN RALLY"



MITSUBISHI BASHI SPECIAL: Appearances can be deceptive. The motors may look like the genuine article but the game carries no official team licences. "We work with the car manufacturers, who provide us with technical data for the road going version of the vehicle," Rick tells us. "Then we take a dozens of pictures and build the entire vehicle from scratch, right down to the brake pads. In theory, you could strip down one of the cars in the game and see all the workings of a real car right there."

COLIN MCRAE RALLY 04

"DAMN RIGHT"

DRIVER PROFILE
Colin McRae

NATIONALITY: Scottish
DOB: 05/08/1968
MARITAL STATUS: Married to Alison and has two children
LIVES: Switzerland

TEAM: Citroën
CO-DRIVER: Derek Ringer

THE STATS
WORLD RALLY TITLES: One
WORLD RALLY WINS (up to end of 2002): 25
POINTS SCORED (up to end of 2002): 579
WORLD RALLY DEBUT: Swedish Rally 1987
WORLD RALLY DEBUT WIN: New Zealand 1993

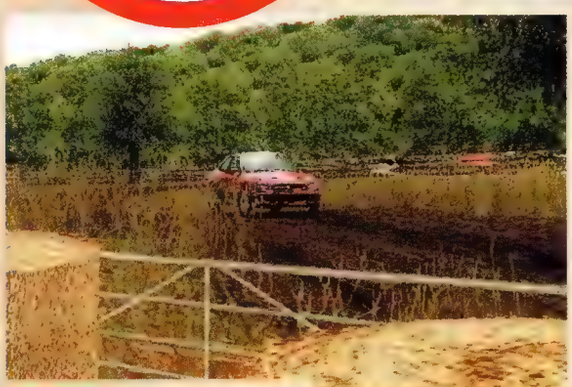
CAREER HIGHLIGHTS
2002: Fourth in WRC
2001: Second in WRC
2000: Fourth in WRC
1999: Sixth in WRC
1998: Third in WRC
1997: Second in WRC
1996: Second in WRC
1995: World Rally Champion

As you probably know, McRae ditched the Ford Focus team at the end of last year and went to drive for Citroën instead. So far he's performing fairly well, with a few mixed results, for the new team. Despite failing to finish in New Zealand and Argentina, where his car caught fire in spectacular fashion, Colin is currently sitting comfortably in fifth place in the championship. His best result has so far been a second place in the opening rally of the season which was in Poland. Colin's UK rival Richard Burns occupies the top spot. For now.

WHAT NO ONLINE?

Sadly, there wont be any online capability in *Colin 04*. "We've been too bogged down trying to get all the new features in to give any consideration to network play," explains Rick Nath. However, he did hint that it's high on the agenda for the next game.

MUDFLAP IN YOUR EYE: The cars are modelled with unprecedented realism.



HAY JUDE: Does this screen taken from a UK stage make you want to have a picnic? Us too.

XSARA FLEE: Colin puts his foot down in an attempt to avoid paying the tunnel toll charge.

"WE'VE DEVELOPED THIS PIECE OF KIT WE CALL THE GRASS GENERATOR THAT PLANTS GRASS ALONG THE TRACKSIDE. WE'RE QUITE PROUD OF THAT"

kit. Completing the tests will definitely give you an advantage in the Championship."

So that's the major changes in game modes taken care of, but what about that all-important grass, eh? "We've put loads more detail into the tracks that we simply didn't have time to do in *Colin McRae 3*. We've developed this piece of kit we call a grass generator [aha!] that plants realistic grass along the trackside. We're quite proud of that and we think that the game generally has a far more organic feel with really nice visual features." Damn right. As you can see from the shots littering these pages and the trailer on the DVD, *CM04* is looking mighty fine. But looks alone do not a great game make. and it's the car that's the real star of a rally game. Any enhancements there?

BACK FIRING

When they get their paws on the finished version later in the year, eagle-eyed *Colin* fans will notice that some of the stages have been lifted from *Colin McRae 2*. "We've gone back and picked out some of our favourite stages from the previous games and completely rebuilt them," says Rick. Which ones are they? Rick wasn't putting out on that one.

"We used to have this pivot control system for the cars – almost like a stake in the middle of the car and the cornering would centre around this 'stake'. While this worked pretty well, we've removed it and completely remodelled the car mechanics. It's really hard to describe, but there's a really good level of control now. It feels far more realistic and responsive to drive. It's a real addition to the game and I'm really happy with it". That's good enough for us, Rick, and indeed the cars were handling exquisitely in the demo we got our hands on. PSM2

So that's your lot for the moment, folks. Excited? We are, and we'll be keeping tracks on Colin 04 with some extensive playtests, more exclusive screenshots, and that all-important review, right up to its release in November.

NEXT MONTH
Colin McRae Preview

Be sure to tune into PSM2 next issue when we'll have a full in depth hands-on preview of *Colin McRae 04* and examine whether or not it can really fend off the attentions of the rally section in *Gran Turismo 4* with a bumper-to-bumper comparison. It's sure to be a tight finish...

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DYNASTY WARRIORS 4

"... the best-looking game in the series yet." - ign.com

- Play over 50 stages across 17 unique maps
- Giant siege engines: battering rams, catapults, and bridge layers
- Fierce new one-on-one duels
- Create your own officers and bodyguards
- New character-specific special attacks
- Brand-new Weapon Upgrade System
- Kingdom Play! Select a new general for each stage in Musou Mode
- 3 brand-new officers for over 40 playable characters

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PLAYSTATION 2 MAGAZINE

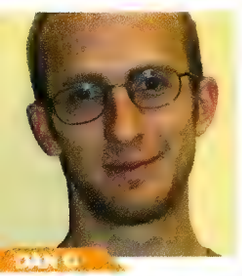
PSM2

REVIEWS

THE ESSENTIAL VERDICT ON EVERY NEW RELEASE

レビュー

"FILMS AS GAMES, GAMES AS FILMS? COME ON, YOU LOT. LET'S GIVE THE SMALL SCREEN A CHANCE."



DAN D

It's a simple formula. Take the best driving/shooting/punching bits from a Hollywood action blockbuster, slap 'em together with a bit of plot, and bingo, you've got a sub-standard game with a big notice pinned to its box saying "Buy me, I'm just like the film". Rubbish. OK, there are exceptions, but for every *The Thing* there's a dozen *Blade 2*s.

So how's about taking TV as inspiration instead? Ever been booted off your console so the girlfriend can watch Eastenders? Yeah, us too. There are millions of sorry folk out there who'd rather watch soaps than play *Splinter Cell* and it's about time the game publishers realised this. The opportunities are endless – *Harvest Moon: Emancipating Emmerdale, Grand Theft Auto: Brookside, Summer Bay Beach Volleyball*...

And what about a squad-based shooter with rival soap gangs blasting chunks out of each other? Imagine the satisfaction of leading the Mitchell brothers on a mission deep inside Coronation Street where one of the level goals is to pave Gail's face in with a car jack. It would sell like chocolate toothpaste.

But until the big guns wake up to this glaring opportunity, you best go and see what we thought of *Enter The Matrix*...

PSM2'S MANIFESTO

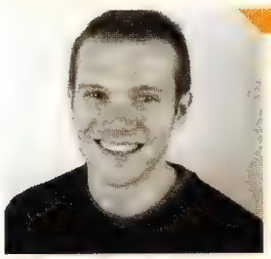
PSM2's REVIEWS ARE: Analytical, delving, comic, critical, informative and, above all, bang on the money. If you want to know exactly where your cash should go, look no further than these pages.

PSM2's REVIEWS AREN'T: Lacking integrity, flabby, overly sensational, oblique and scored to appease anyone within the games industry. If you want a blinkered perspective on the global market, look elsewhere.

REVIEWERS レビュー

PLAYING PS2 LONGER, HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans.



DANIEL DAWKINS

- **SPECIALIST IN:** Upgrades, sedatives
- **HAVING FUN WITH:** Midnight Club II, Jennifer Love-Hewitt

Dan spent the month on the West Coast of the USA playing football with a group of performing monkeys that he trained himself. The Man Utd B team are now safely home. Dan D is still AWOL.

RUSSELL JAMES

- **SPECIALIST IN:** The Devil's Own Operating System
- **HAVING FUN WITH:** Dynasty Warriors 4, fruit

Russell used to work at the British Embassy in Guatemala, where he headed a wildlife taskforce that set out to educate the local population about 'mating habits'. *His* mating habits...

JONATHAN BRYANT

- **SPECIALIST IN:** Roboto-chaaaaan!
- **HAVING FUN WITH:** Dark Chronicle, indoor picnics

RPG-loving Jonnie is getting married this summer. He's placed his order for a life-sized figure of Yuna, and as soon as it arrives he'll be tying the knot. Hello! has paid him 30 gil for the exclusive pics.

DANIEL GRIFFITHS

- **SPECIALIST IN:** Not making the tea
- **HAVING FUN WITH:** Online gaming, gardening

The power bestowed upon Dan G hasn't gone to his head. His only extravagance has been a hankie embroidered with 'The Boss' that he drops from time to time and lets us pick up.

JOEL SNAPE

- **SPECIALIST IN:** Fashioning weapons out of Origami
- **HAVING FUN WITH:** Futurama, lots of spare time

Joel's finally finished his book and has successfully acquired a publisher. In fact it's already a best-seller – and the makers of the Taiwanese telephone directory have never been happier.

JAMES WHITE

- **SPECIALIST IN:** 1920s Venezuelan 'snuff'
- **HAVING FUN WITH:** Congestion charges, CCTV footage

Film critic James has plans for his own TV show. The programme will feature 'hilarious' out-takes and 'naughty bloopers' from films. He's going to call it It'll Be All White On The Night. Oh dear.

KATHERINE BRICE

- **SPECIALIST IN:** Dreaming up new milkshakes
- **HAVING FUN WITH:** Speed Kings, hair straighteners

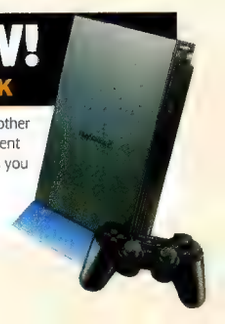
When she's not penning reviews or searching out rare copies of Sega Saturn games on the net, Kath stars in a small circus sideshow. Kath Brice And Her Amazing Mice. She will be appearing at a holed skirting board near you soon.

MAIL US NOW!

E-MAIL: PSM2@FUTURENET.CO.UK

PSM2's team of reviewers play games more than any other mag. We don't shuffle through the first level, then present you with some vague mark out of five. But sometimes you won't see eye-to-eye with us. So get in touch...

PSM2, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW



›THE DEFINITIVE VERDICT フハフヌキニラ

WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

We love games, but won't resist caving a shabby game's face in – stick with PSM2 to get the best buying advice around.

BEST SCREENS:
We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

PASSIONATE OPINION:
PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

IMPACT POINT:
Here you'll see the defining moment in the game that convinced your PSM2 reviewer that this is a shiny blue disc you should run out and buy or just leave on the shelf.

REVIEWS
FANTAVISION
Whack on the kettle, break open the Digestives, and prepare for the world's most spectacular fireworks night. No pomp, no ceremony, no snazzy texture-mapping. Fantavision is the PlayStation 2's simplest and arguably greatest invention yet
FANTAVISION
IMPACT POINT
"EVEN WHEN THE GAME INEVITABLY FRUSTRATES AND BEATS YOU, IT'S NOT BECAUSE YOU'RE STUCK, BUT THAT YOU HAVEN'T REACTED QUICKLY ENOUGH"
VERDICT
GAMER'S CHOICE
85

VERDICT BOX:
A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

INSIGHT:
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

GAMER'S CHOICE:
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

ALL THE INFO YOU NEED:
Crammed with every useful fact about the game, you'll find everything here - from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

›HONEST AND ACCURATE シラヨカ

PS2 REVIEWS

We review every last PS2 title from around the world – from Japan, America and Europe. Some of these titles that appear in an NTSC format will occasionally not make the transition to PAL and'll only be available on import for use on Japanese or American machines. Each review is clearly marked with its country of origin and, where possible, we always re-review PAL versions of games we've covered on import.

If you're looking for a review of a game that's available to buy, and it's not been included in the mag, approach it with extreme caution. Usually this means that whoever distributed it would rather you coughed up the money first and found out that it was absolute arse later. Rely on PSM2 to help you spend wisely.

›HONEST AND ACCURATE シラヨカ

DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality.

›HARD-HITTING シラヨカ

THE PSM2 SCORING SYSTEM:

PSM2 WARNING!

0-29	Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really...
30-49	Possibly fun in the short term, but there're some serious faults in the game's design.
50-69	50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.
70-84	An entertaining game that *just* misses out on being something big. Highly enjoyable, though.
85-89	What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...
90+	An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

DON'T MISS THESE:

PS2 REVIEWS

ENTER THE MATRIX 58
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Midnight Club 2 064
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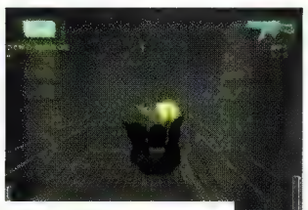


KING OF THE KILL: It's all about conducting stylish slaughter.

FLAME THRILLED: Neo makes only the most fleeting of appearances in the cutscenes.

OUT UK NOW

ENTER TH

"THERE'S LOTS OF GUNS, KUNG FU FIGHTING AND SLUG-

The coolest film licence in years, a Hollywood script, an arsenal to rival Highbury and some mental martial arts – what could possibly go wrong?

REVIEWER: Nick Ellis

INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
- **PUBLISHER**
- **GAME TYPE**
  Action adventure
- **PRICE**
  £39.99
- **ESSENTIALS**
  y Card, Red Pill

DETAILS

- Two playable characters with two separate (if somewhat similar) adventures.
- Thousands of different fighting moves and combinations to learn.
- An hour of specially recorded movie footage to help along the plot.
- Bonus Hacking section with extras aplenty waiting to be discovered, including multiplayer beat-em-up mode, cheats and 'novel' sfx.

The Matrix. Slicker than an Agent's haircut and one of the classiest, most groundbreaking kung fu sci-fi capers of all time. Consider the evidence: the noodle-baking ideas about life, the universe and everything. Keanu and Carrie-Ann, resplendent in combat PVC, flipping super slow-mo cartwheels and spitting leaden fury from an AK-47. Then there were those Nokias with the click-down fascias. They were, like, totally awesome. And when the curtain went up to the strains of Rage Against The Machine, you just had to believe.

So it's with bollock-spamming inevitability that the interactive interpretation fails to make the same jump to stuff-of-legends status. *Enter The Matrix* is not 'The One'. It appears that the deadline imposed on Shiny, to get the thing nailed in time for the release of the second movie, was a little too much to ask. It's patchy, it's ragged around the edges – people disappearing into walls at crucial moments is *so* last century – and the driving sections are, well, 'adequate' is being kind. But before anyone starts foaming at the mouth, redemption is at hand. The combat rocks.

CAR BORES: Despite being able to play as either gunner or driver, the car chase levels are largely disappointing affairs.

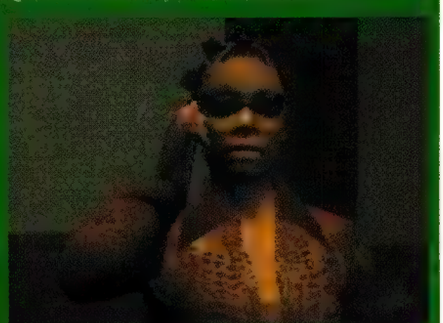
As we're so helpfully instructed in the ad campaign, when you *Enter The Matrix*, you sign up to play your part in the war to save Zion. That, of course, means you get to play around with guns. Lots of guns. And kung fu fighting and running up walls and bullet-dodging gymnastics, all in glorious Bullet Time™. The game's two characters come fully loaded with all the right training programs, and the amount of detail crammed into them is staggering. There are literally hundreds of ways to dispose of your ▶

"BEFORE ANYONE STARTS FOAMING AT THE MOUTH, REDEMPTION IS AT HAND. THE COMBAT ROCKS"

PHONE RANGERS

As you probably already know, the two playable characters, Ghost and Niobe, each have their own adventure, giving the game plenty of replay value. Their adventures take them through the same levels but their paths divert at different junctures. It's hard to say who has the better tale, but if an Agent was threatening to sew our mouths up, we'd plump for Niobe's.

CHIEF IN SPECTRE: Ghost is [illegible] bad guy and head waiter at the Cafe Zen. No, really.



PISTOL FASHION: Niobe's [illegible] material catch the light. Fox would be impressed. We are.

E MATRIX

DODGING GYMNASTICS, ALL IN GLORIOUS BULLET TIME"

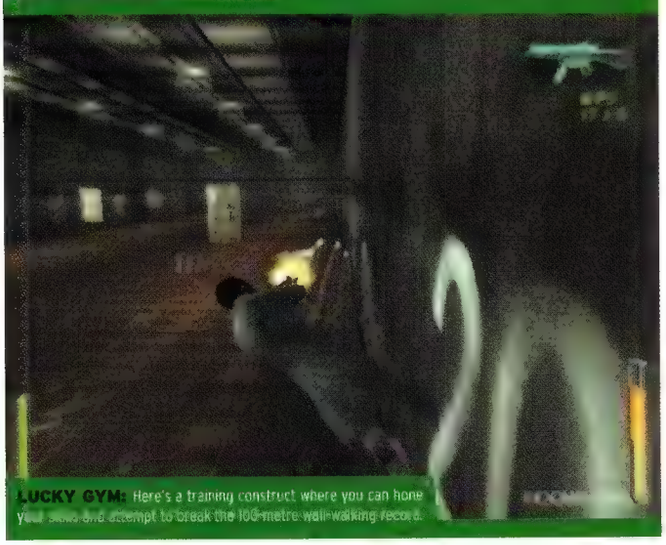
REVIEWS

THE ESSENTIAL PSM2 VERDICT ON EVERY NEW RELEASE

HACK OF THE NET

Instead of a normal 'cheats' menu, you're invited to 'hack' into the game's code and discover the bonus bits. This works by accessing a series of directories in DOS mode. It's a whole sub-game in itself, and it's pretty neat, although it's best tackled with a USB keyboard. So far, we've uncovered these two bits – let us know what you find.

MARILYN MANSION: The Prince of Goth shock rock turns up in a shallow but distracting beat-em-up.



LUCKY GYM: Here's a training construct where you can hone your skills and attempt to break the 100-metre wall-walking record.

KICK OF IT ALL: "That'll teach you to try and sniff my crotch." Ghost gets busy beating vampire ass in the Chateau level

SCOPE AND GLORY: Where would we be without a sniper rifle?

▶ adversaries and, as the song almost goes, it ain't who you kill, it's the way that you kill 'em.

Initially there's a lot of fumbling around with the buttons, leaving you looking like Billy Elliot after ten pints of Stella, but after the occasional sneaky peek at the comprehensive tips menu, things begin to click into place and you'll begin to exude that 'Hollywood slaughter' style. The dodge button, bullets miraculously whizzing past you, before disarming some unfortunate monkey, knocking him down and popping a cap in his chest with his own weapon. Ha! Or perhaps you'd like to run up a wall and deliver a roundhouse kick to the head followed by a quick slap to the chops? Whatever, it plays like a computer-generated dream. Funny that.

"WHEN YOU GET IT RIGHT, IT LOOKS TREMENDOUS AND FEELS A MILLION DOLLARS TOO"

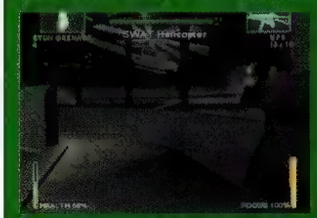
security guards, policemen and SWAT teams that make up the bulk of the opposition tend to hunt in packs so dealing with them requires a blend of tactical thinking and all out kick-ass aggression.

You can cling to the scenery in Solid Snake fashion, ducking out from behind a pillar to unload your MAC-10 into the oncoming goons. You can cartwheel your way into a squad using

Aside from fists, your main weapon is the 'Focus' (Focus being the name given to the fabled bullet-time). Although it automatically regenerates, as does the health bar, the Focus bar is finite so you have to be careful not to get marooned in a real-time six-way crossfire. Attack, retreat, pause to regain focus and repeat until the area is clear – that's the way forward.

BOSSED IN SHOW

You can't have an action adventure game without the odd boss thrown in to thwart your progress, and sure enough, plenty of 'em crop up, usually at the end of a chapter. Strangely, the first boss you encounter when you play as Ghost – a SWAT helicopter armed with a health-decimating machine gun – is the trickiest of the lot, and even more strangely, your health bar refuses to regenerate while you fight it. Great balance, guys.



FLY SWAT-TER: [illegible]

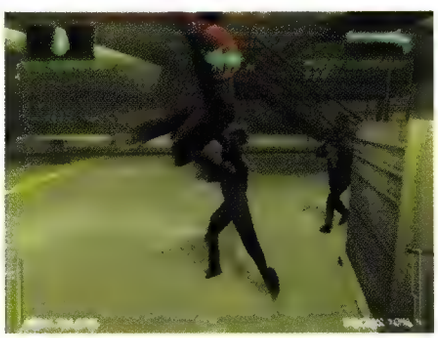
TOUCH AND CARGO: [illegible] feat the Agent [illegible] with a clip around the ear.

EVIL TWINS: A pair of vampire brothers will [illegible]

HOLY TRINITY: [illegible]

CLOSE ENCOUNTERS: [illegible]

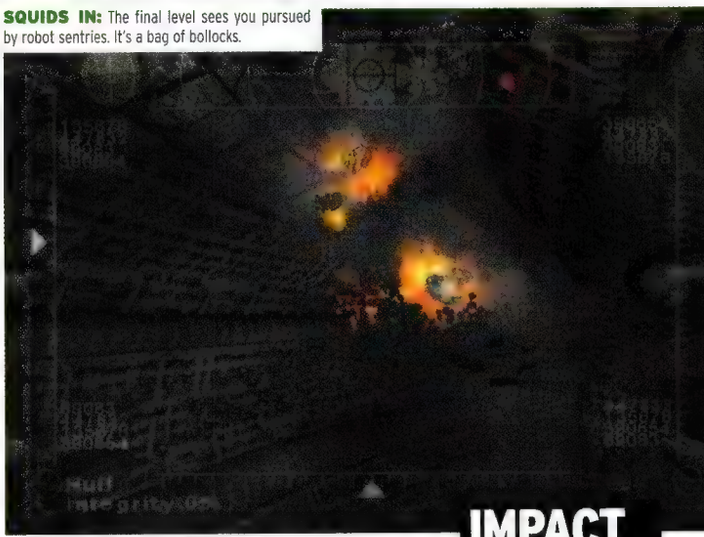
LEAPING BEAUTY: Get yourself out of trouble with a bullet-dodging backflip or two.



KICK ON THE DRAW: Launching yourself off a wall to deliver a roundhouse to a rozzer's head is just one of many satisfying moves.

TRIVIAL PURSUIT: While Niobe tackles the agent on the cargo plane (see Bossed In Show), Ghost gives chase in a police car. Yawn

SQUIDS IN: The final level sees you pursued by robot sentries. It's a bag of bollocks.



It's the Chateau level that best shows off the excellence of the hand-to-hand scrapping. The Chateau is occupied by vampires (obviously) and these cats are impervious to bullets, so it's a kung fu-only zone. Whereas many of the levels are dark and claustrophobic, the light, expansive rooms of the mansion give you plenty of space to display your skills. When you get it right, spinning a vamp over on his back before ramming a wooden stake in his dark heart, for example, it looks tremendous and feels a million dollars too.

Backing up the cool scrappery is a script penned by the brothers Wachowski themselves, and an entire reel of movie footage starring several actors from the film proper. The story runs parallel to the events in the film trilogy, and from the carefully considered camera angles to the way gameplay is presented in a succession of 'scenes', the filmic nature of proceedings is ever present.

INSIGHT

Pssst! You know the Hacking section? Well, try accessing the cheat directory then typing D5C55D1E. Now see what comes up in the 'level select' menu. See page 99 for more. Full hack guide next month

While this is all very nice on the eye, the game is huge and each 'scene' needs to be loaded – when some sections only take a minute to complete, that's a helluva lot of loading time. Watching green code pouring down the screen becomes irritating faster than vinegar on your haemorrhoids.

And with that, our complaints begin. Let's start with the driving levels, of which there are around five. If you choose to play as Ghost, you'll take the role of gunner. This involves leaning out of the car, pressing ⊗ and wiggling the analogue stick around until the cop car you're aiming at blows up and you can move on to the next automotive assailant. *Dino Crisis 2* did it better. Pick Niobe, and you'll play as the driver. It's OK, but nothing in comparison to *GTA*.

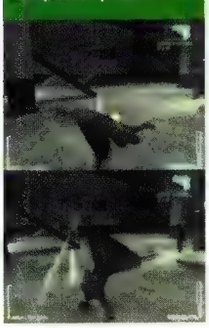
Then there's the clipping. While the environments are detailed, epic in scale and frequently bordering on the lavish, you can't help but sigh in disappointment when a freshly minced copper half-vanishes into a wall. Some of the levels, such as those set in the Sewers, are also very dark and dank in a 'wet weekend in Grimsby' kinda way. They should have got Linda Barker in. And finally, the last level sucks like a Dyson. A continuation of the driving theme but set on the hovercraft, you fly through underground tunnels while pursued by hundreds of Squiddies. It's... well, play the game and you'll see.

But for all the flaws, *Enter The Matrix* offers a hugely rewarding and long-lasting action-heavy adventure/beat-em-up experience, and one that will appeal to fans. Dreadful sales of the first one aside, there's a second game on the way in spring 2004. Enough time, we hope, for Shiny to make it really shine. Back awhile we said that the game fails to make that jump to stuff-of-legends status. But remember that, like Neo, everybody fails to make the jump the first time. **PSM2**

Popping pills right now.

IMPACT POINT

The first time you slip into Focus mode, spring from behind a wall into a cartwheel and take down a pair of cops with your MP5, you'll start to compose your Oscar acceptance speech.



NEO'S CHOICE

1 **METAL GEAR SOLID 2: SONS OF LIBERTY**
Snake's still the daddy of gun-toting action adventures.

ENTER THE MATRIX
Ignore the flaws and immerse yourself in a quest to become the master (or mistress) of stylised violence.

MAX PAYNE
A tale of retribution that rips off the bullet-time thing.

PSM2 VERDICT

GAMEPLAY
+ You're a code-bending Matrix warrior, dammit.
- Naff driving, a terrible ending and somewhat repetitive.

GRAPHICS
+ Generally superb character animation with neat level design
- Frequent clipping and an occasionally wobbly camera.

SOUND
+ Plenty of kung fu rock to get you in the melee mood.
- Overly sincere voice acting.

LIFESPAN
+ Two separate adventures to complete, and a ripping yarn.
- The two paths overlap too often.

OVERALL
Yet another licence that fails to deliver in the same way as its celluloid counterpart but a tasty, violent adventure nonetheless.

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CODEMASTER

JOYSTICK JUNKY: Fry gets a first-person trudge around the city in a Mon-Walker.

PUB STANDARD: Fry's old boozer has got a copy of arcade 'classic' *Monkey Fracas Jr.*

OUT UK 4TH JULY

FUTURAMA

Funny ha ha, not funny peculiar – could this be UDS's ticket to robot hell?

REVIEWER: Joel Snape

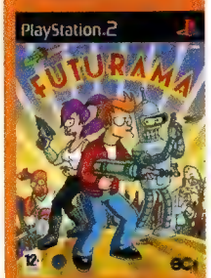
Close up: two of Mom's Killbots – the hovering, laser-packing death squads that have been sent to enforce martial law in New New York. The cutscene's set to introduce them, but they're chatting amongst themselves as the camera pans across. "Well, I've always *told* myself I like robot women," says Killbot One. "But recently I've been thinking about..." "*Human* women?" asks Killbot Two, looking disgusted. "Um... robot men." Says Killbot One. The others look down at the ground and hover nervously away. And now we have to fight off an army of these things with tea down our front.

Futurama – the game – is full of those moments. Like the (dreadful) *Simpsons Road Rage* and the (worse) *Simpsons Skateboarding*, it's packed with little series in-jokes that'll appeal to sci-fi diehards and casual fanboys alike. Unlike those two, it's also zinging with a story penned by series writer J Stewart Burns, which forms some achingly funny interludes in the game.

"What an unlikely place to leave live ammunition," ponders Fry, blasting open one of the many thousands of crates that litter every level. "Ha! Just as I thought – giant boulders *do* float in quicksand," yelps Bender, 'solving' another of the game's puzzles. "Uh-oh, a mine level. These are always death." Hmm. Well, at least they're honest about it.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** UDS
- **PUBLISHER** SCi
- **GAME TYPE** Platform
- **PRICE** £34.99
- **ESSENTIALS** 1-Player, Memory Card, DualShock 2



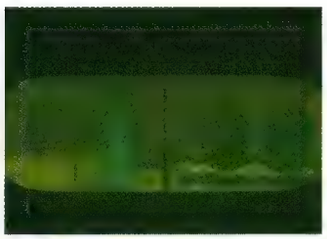
DETAILS

- Four characters – Leela, Bender, Fry and Dr Zoidberg.
- 21 levels.
- 25 minutes of cartoon cutscenes, scripted by Emmy-award winning writer J Stewart Burns.

IMPACT POINT

Thompson's Teeth – The Only Teeth Strong Enough To Eat Other Teeth! And that's just one of the futuristic ads that have been included to jolly up the loading pauses between levels. Complete the set by rescuing Nibblers – or, as Bender puts it: "You mean I have to collect these stupid things too?"

BOT'S THE MATTER: New baddies are introduced via their chats in little vignettes.



SIGHT FANTASTIC: Bender sees in Bendervision, without 'potential victim' ratings.

UV FORTY: Raincoats reduced, you see? Because they're on the sun planet. Most of the humour's better than this.

TILT THIS CITY: Every classic platform moment's there, including a seesaw bit.

TWIRLS ALLOWED: Bender's standard attack is the torso-spin – not very useful.

THIS IS WOOONDERFUL!

Mortifyingly, and most annoyingly, impoverished lobster-man Zoidberg doesn't appear until the very end of the game, and then it's in an appallingly hard minigame thing, which is a crying shame considering the genius of the character in the series. Still, there're plenty of other rewards on offer for DVD-pausing fanboys.

DROID GROSS MAN:

BROTHEL BEYOND:

CAPTAIN BERK:

MOM'S THE WORD:

The scenery might be futuristic, but the platforming's defiantly old-school, shorn of niceties like semi-homing pickups and easy balancing. The nadir of the game is the sewer level, where Fry skates and teeters his way past a tooth-grinding array of pinpoint leaps, with instant death only ever a stumble away. The camera veers about wildly, and most of the beams aren't quite wide enough to stop him half-

Things really kick off with the appearance of Bender – the show's lovable criminal alchoholic could've been welded together specifically for a platform game. He gets all the best lines ("Why do I get all the jobs that involve bending?") but his adversaries come close ("Halt! You with the shiny metal ass!"). His are the most platform intensive levels, stuffed with – eek – collapsing girders, seesaws and conveyor belts while Leela's levels

"THE APPEAL OF FUTURAMA'S ALL ABOUT HOW MUCH YOU LIKE THE SHOW"

floating off platforms in thin air. Bizarrely, this is only the second level – thrown at you straight after the pleasing fun of rooting through Bender's locker in the Planet Express-based tutorial mode. It's repetitive, workmanlike and goes on beyond all reasonable expectations of fun – and there are other levels just like it, although most aren't so depressingly green. Thankfully, we're soon in the Robot Red Light District, and it's there that you remember why you love the 'Rama. Suicide booths, posters of Zapp Brannigan and wisecracking mafia bots litter the streets, Fry leaps about blasting things, and saucy femme-bots beckon from the windows. It's the best of Fry's levels, too – his are mainly long-range combat, and they aren't especially difficult.

are back to the more action-adventure style, with a bigger variety of combat moves.

After level two and a bit of hassle with the bomb-chucking zombies in the Sun Palace – though it isn't that tough at all really – which leaves you plenty of leeway to dash about checking out the Groening-endorsed detail.

Predictably, the appeal of *Futurama*'s all about how much you like the show. If you're a nacho-stuffing comic-store fatty, you can afford to be snobbish about its wonky camera and collisions, but you'll still end up choking on your lunch. Although you could, of course, buy two entire seasons on DVD rather than one cel-shaded game. Meatbag. **PSM2**

Futurama will be teetering into your local game store on 4th July

INSIGHT

- Check out the Planet Express team's lockers in the Tutorial mode for references to Robot Hell, All My Circuits, Bender's Birthday Card From Mom, Farnsworth's Clone, Fry's Crush On Leela and the classic Gender Bender episode.

ZOIDBERG'S CHOICE

1 **RATCHET & CLANK**
Wisecracking futuristic action, highly polished. And a gun that turns people into chickens.

2 **JAK & DAXTER**
Budget comedy fun, three million crates and an imminent sequel set to feature laser guns.

3 **FUTURAMA**
No worse a game than the likes of *Treasure Planet* or *Ty The Tiger*, etc - but much funnier.

PSM2 VERDICT

GAMEPLAY
+ All your basics, mixed with some decent shooting.
- Skittish control on some sections is a menace.

GRAPHICS
+ Great detail – it's easy to get shot as you coo at the posters.
- The cel-shading style works for robots, but not the others.

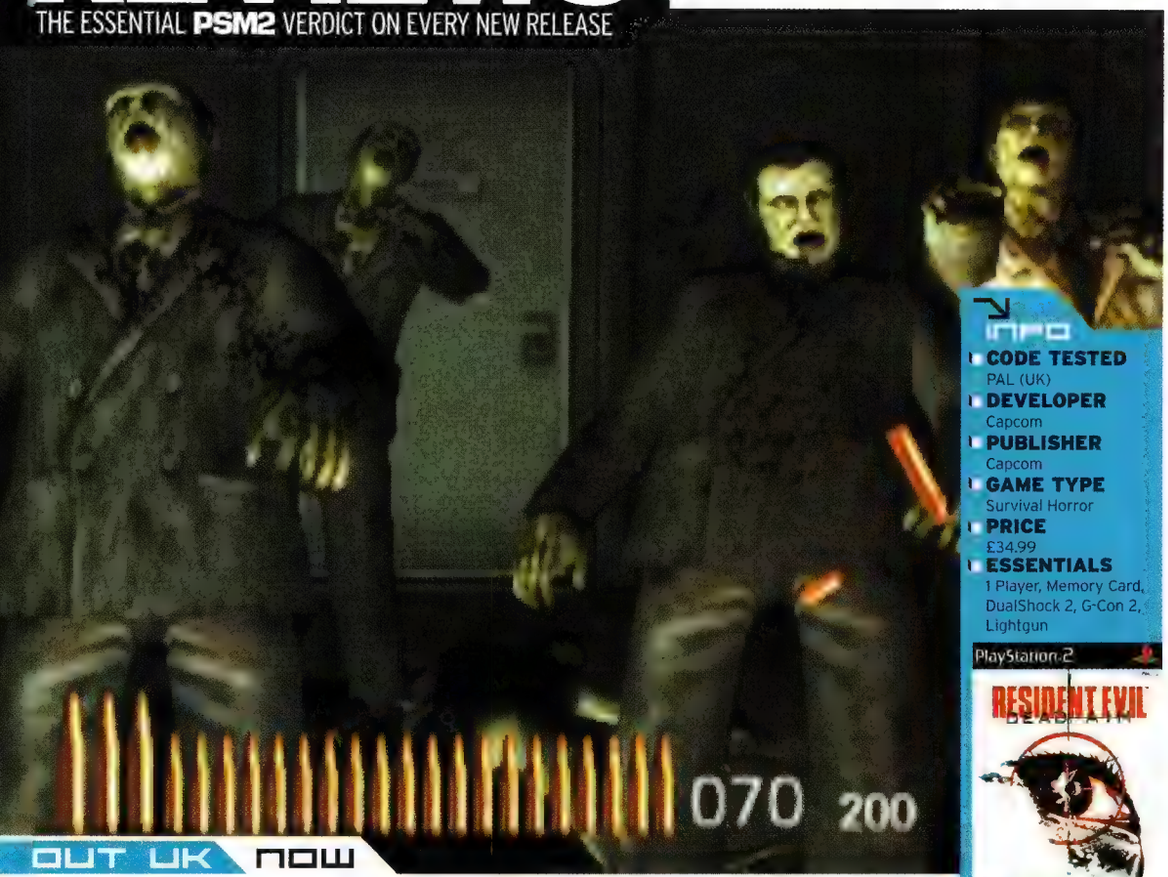
SOUND
+ All the voice talent's there. John DiMaggio (Bender) is a genius.
- Bender makes the same joke 12 times during one level.

LIFESPAN
+ Tough stuff, but the cartoon comedy makes it worth it.
- You have to collect Nibblers to get all the cartoon clips. Bugger.

OVERALL
Futurama's nowhere near as bad as you'd expect. Worth a rental for an episode that's funnier than some of the third season.

75

SALVAGED



OUT UK NOW

RESIDENT EVIL: DEAD AIM

Resident Evil's lightgun series loses the festering '*Survivor*' tag...

REVIEWER: Paul Fitzpatrick

It all boils down to a question of perspective, really. Although respect is due to Capcom for liberating the lightgun game from its on-rails, arcade origins, none but the most rabid of *Resi Evil* fans would pretend that its '*Survivor*' games on PSone and PS2 have been much cop. The problem was that somewhere between exploring, puzzling and emptying clips with precision, the first-person perspective came down with a terminal case of 'cack-hand'. Once that happened, no amount of creaking doors and shuffling pus-filled pedestrians could revive that special *Resi Evil* atmosphere found in the series' flagship games.

But *Dead Aim* is, we're glad to say, different. Like an Umbrella scientist miraculously creating a monster that looks like Halle Berry from a vat of genetic off-cuts, Capcom have blended third-person and first-person gameplay perspectives into an elegant mutation that not only makes for an engrossing lightgun game but crucially, feels like a true chapter in the *Resident Evil* saga.

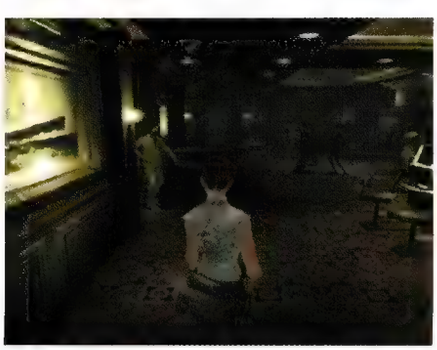
Set on a cruise ship zombied up to the nines and steaming towards land, the game has you flitting between two different characters as the plot unfolds. Bruce McGivern is a cocky US operative sent in to put a stop to the insane Umbrella staffer responsible for the floating outbreak, Morpheus. Meanwhile Fongling is a sassy Chinese agent on the same mission for her own government.

Happily, you explore your environment in the '*Resi* familiar' third-person perspective, finding written clues, keeping an eye out for glinting objects to snaffle and navigating the ship's blood-streaked cabins and corridors. In this respect, *Dead Aim* feels gratifyingly more like the descendent of *Code: Veronica X* than anything else. Spot a T-Virus-riddled shuffler however and *Dead Aim* comes into its own. Pressing fire once instantly zooms you into the first person perspective and you're ready to aim and fire without delay.

Rocket science it ain't, but this intuitive control system works like a dream with the G-Con 2 (and, admirably, even with the DualShock 2), leaving you free to fend off advances from the undead, jump out of your seat and generally worry your trollies with fear.

While *Dead Aim* may not suggest a future format for the whole *Resi Evil* family it does breathe life into what was rapidly becoming a dead end for lightgun games. **PSM2**

Dead Aim is in the shops right now.



CASINO SPOIL: The ship's casino is jam packed, but we're not sure they're here for the roulette or the one armed bandits.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Capcom
- **PUBLISHER** Capcom
- **GAME TYPE** Survival Horror
- **PRICE** £34.99
- **ESSENTIALS** 1 Player, Memory Card, DualShock 2, G-Con 2, Lightgun

DETAILS

- Two playable characters each with different story threads and separate weapons.
- New for series: move around levels in third-person perspective, and shoot in first-person perspective.

INSIGHT

- Further evidence of *Dead Aim*'s break with the past comes in the decision to break with tradition and introduce brand new characters and locations far removed from Racoon City. With *Resi Evil Outbreak* promising a unique spin on network play this could be the best year for *Resi Evil* in a long while...

COP A KILL: Chuckles here has swapped a life of crime busting for a living death of flesh eating. Shoot! Now!

DEATH A LA CARTE: If you've ever played a *Resi Evil* game you'll find *Dead Aim*'s menus very familiar.

THE MUNCH BUNCH: Look at the poor guys. they're all skin and bones! No wonder they're hungry. Chew properly now...

LIOTTA'S CHOICE

1. **RESIDENT EVIL: DEAD AIM** Capcom nails the Resi Evil lightgun game with an intuitive control system and bags of atmosphere.
2. **DINO STALKER** Overly linear perhaps, but trashing T-Rexes proves to be very enjoyable.
3. **TIME CRISIS 2** If you've got a lightgun, you should have this quality arcade conversion in your sights.

PSM2 VERDICT

GAMEPLAY
+ Fluid puzzling, exploration and shooting.
- Barring of earlier routes undermines free roaming fun.

GRAPHICS
+ Up there with the best of the *Resi Evil* series. Grimy, gory, great.
- Zombies get caught on environmental 'furniture' too often.

SOUND
+ Blood-curdling moans and dread inducing piano crashes.
- Next time we'd like some blood spray effects please ..

LIFESPAN
+ Navigate the entire cruise ship and it's still not done with you...
- Sparsely scattered save points turns tension into frustration.

OVERALL
***Dead Aim* has breathed life into the shambling series corpse with great controls and that unmistakable *Resi* atmosphere.**

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ROTTEN PLUCK

PAUL WALKER TYRESE EVA MENDES
2 FAST 2 FURIOUS
HOW FAST DO YOU LIKE IT?
SOUNDTRACK INCLUDES "ACT A FOOL" BY LUDACRIS "THE MASSIVE "PUMP IT UP" BY JOE BUDDEN & NEW MUSIC FROM FAT JOE, TERRI WALKER, TYRESE & R. KELLY
UNIVERSAL PICTURES PRESENTS A NEAL H. MORITZ PRODUCTION A JOHN SINGLETON FILM PAUL WALKER "2 FAST 2 FURIOUS" TYRESE EVA MENDES COLE HAUSER
CHRIS "LUDACRIS" BRIDGES JAMES REMAR MUSIC BY DAVID ARNOLD SAM MILKOVIC HAYS EDITORS BRUCE CANNON ACE DALLAS PUHICH ASC PRODUCTION DESIGNER KEITH BRIAN BURNS DIRECTOR OF PHOTOGRAPHY MATTHEW F. LEONETTI ASC
EXECUTIVE PRODUCERS LEE R. MAYES MICHAEL FOTTRELL PRODUCED BY NEAL H. MORITZ STORY BY MICHAEL BRANDT & DEREK HAAS AND GARY SCOTT THOMPSON SCREENPLAY BY MICHAEL BRANDT & DEREK HAAS DIRECTED BY JOHN SINGLETON
united international pictures
SOUNDTRACK AVAILABLE ON DEF JAM SOUTH/ DISTURBING THA PEACE/UMG SOUNDTRACKS
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AT CINEMAS EVERYWHERE JUNE 20
CHECK LOCAL PRESS FOR DETAILS

SUMMER CLUBBIN': OK, so you never get to see daylight, but rain and fog will affect your driving.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Rockstar San Diego
- **PUBLISHER** Rockstar
- **GAME TYPE** Racing
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, Memory Card, DualShock 2

DETAILS

- Three cities – L.A, Paris and Tokyo – inspired by their real-life counterparts.
- Career, Arcade and Two-Player split-screen modes, with Capture the Flag and Detonate sub-games.
- 28 cars and three bikes to choose from.
- 1-8 player online racing.

OUT UK NOW

Online ready

MIDNIGHT CLUB 2

BIKE OF BEYOND: Use L to lean into the bike and make tight turns.

WHEELIE WILD CLUB: Balance on one wheel to increase your speed.

There's no wonder Rockstar's racer sneaked out under cover of darkness...

REVIEWER: Daniel Dawkins

One mistake and it's... gyaaah! Relax. Restart. Nitro... braaake... leftrightleft... follow the radar... good, *good*... gyaaah! Relax. Restart. GYAAAAH! Who put that lorry there? Why did he swing left? How could *anyone* see that bend? These are just a few of the questions you'll ask yourself during *Midnight Club 2*. Expect a tumult of emotions – exhilaration, tension, confusion and rage. Big oily buckets of rage, with the odd tremor of success, which almost, *almost* makes it all worthwhile.

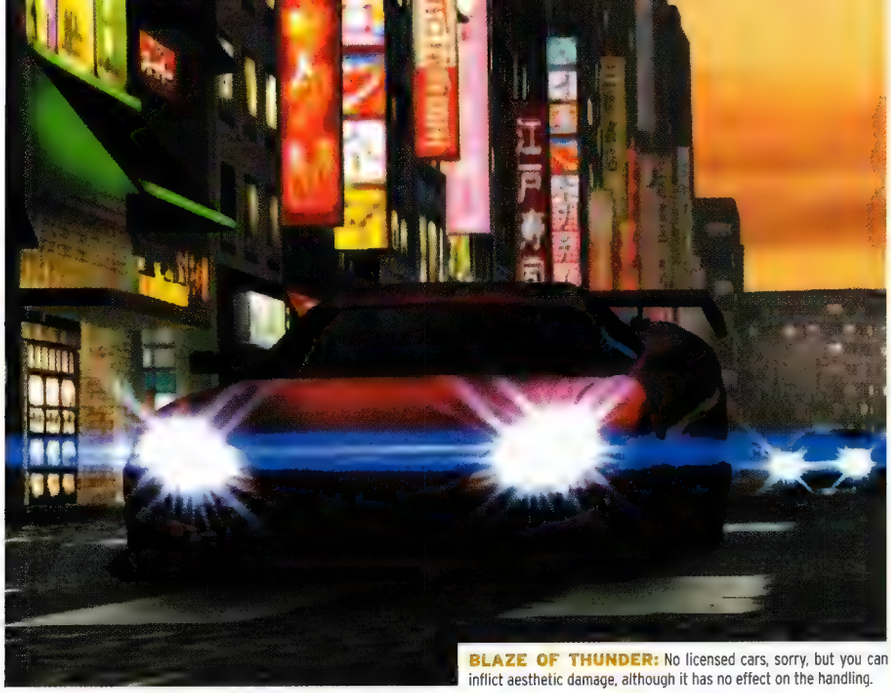
Sorry, sorry, we're emotional here, but *Midnight Club 2* demands the dedication of a priest. Playing on your own, you need the patience of one those blokes who sculpts the Statue of Liberty on the end of a matchstick while folding parachutes with his feet. Or somebody who can sit through QVC for *ten whole minutes* without poking out their eyes. Problem is, no matter how sharp your reactions, or your memory, Rockstar's latest *forces* you to repeat races again and again. And *again*. Tracks might be free roaming, but the most efficient route to victory – invariably, the *only* path to victory – needs to be learnt in punishing linear fashion.

"SOME MIGHT RELISH THE CHALLENGE BUT AGGRAVATION MUGS YOUR ENJOYMENT"

Some might relish the challenge – it *is* masochistically compelling – but aggravation perennially mugs your enjoyment. You can run a perfect race only to be shunted by a lorry at the finishing line. Conversely, you can bumble through the pack, scrape a few bends and pinch

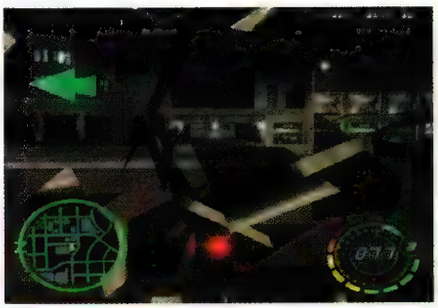
IMPACT POINT

Load the game as normal, click across to Networking Mode/Internet Online and – hey presto – you're online, all within 60 seconds of starting your PS2. Simply click Join Game to enter a manic eight-player circuit race or, if you prefer, design and host your own game.



BLAZE OF THUNDER: No licensed cars, sorry, but you can inflict aesthetic damage, although it has no effect on the handling.

ENDO KAWASAKI: Brake, handbrake and lean at the same time for an *Mk2*-style front wheel skid – for big show-offs only.



GLASS ACT: Keep your eyes peeled for alleyways and shop fronts to create a shortcut – easier said than done at over 100 mph.

INSIGHT

Rockstar liked Angel Studios so much they did a Victor Kiam and bought the company, hence the monicker Rockstar San Diego. The team are renowned for their expertise in physics modelling, with programmers who are, quite literally, former rocket scientists.

"THE GAME DOESN'T LOOK ANY BETTER THAN LONDON RACER"

victory when a rival inexplicably crashes into a wall. In one respect, this is *Midnight Club's* great achievement – the AI is aggressive and genuinely independent so you *never* see the same race twice. On the other hand, it only serves to make the game more annoying – sacrificing consistency for acts of God.

Structure? Rattle through the streets of LA, Paris and Tokyo, winning races and unlocking faster cars. The story element's undermined by stereotypes – sassy female DJs, car nuts, Latino wide boys. The bike is exhilarating – heavier and more skillful than *Vice City's* PCJ 600 – but you don't unlock it until five hours into the game, and even then it's too fragile to use in races.

While there's no denying the speed, neat sparking effects or volume of traffic, the game doesn't look much better than – urgh – *London Racer*. Car models? We haven't seen jaggies like this since the days of *Ridge Racer 5*. Despite some imaginative ramps and shortcuts, the buildings look flat and lifeless. The handling is arcade tight, but might irk sim nuts seeking weighty power slides and punishing physics. The gameplay lacks depth until you unlock the nitro boost, weight distribution (to balance your leaps) and slipstream modes.

Thing is, when *Midnight Club 2's* bold – if flawed – elements synergise, the results are thrilling. You'll shout "Have it!" every time you punch the finishing line, or fire from a narrow alleyside ramp, powersliding into a 90° bend. The multiplayer games – especially online – are unpredictable and viciously competitive, since all players are prone to human error. Better yet, your hard-earned shortcuts pay dividends, soothing painful residual memories from the Career mode.

If you can afford to get online, *Midnight Club 2's* essential – the only reason to do so outside *SOCOM*. Sadly, for the remaining 3.95 million UK PS2 owners, it's like reading a street map while negotiating suicidal traffic at 120mph – yes, exactly as much fun as that sounds. **PSM2**

MC2 sneaked out a month ago. Hmmm...

GINA IN A BATTLE: Your rivals chunter a load of flim flam before each race, but it bears little effect on the actual plot.

SPLIT OF DESPAIR: The two-player mode runs at full speed, but you've really got to squint to stay abreast of the action.

BOUNCING CHECK

The Career mode races are divided into categories: sometimes you need to hit checkpoints in sequence, sometimes at random, and others simply require you to get from A to B. The truth is, you need to learn the tracks inside out – miss a bend and it's over. The Online mode lets you edit your own checkpoints, making races as fast, or as twisty, as you can handle.

ARC LIFE:

MY GRIDDY AUNT:

DARTH RADAR:

SMOKEY AND THE BANNED KIT:

BOY RACER'S CHOICE

1 **BURNOUT 2**
Instinctive gameplay twinned to staggering graphics for maximum impact.

2 **NEED FOR SPEED**
Beautiful, lightning fast and rammed with accurately licensed motors, but lacks multiplayer longevity.

3 **MIDNIGHT CLUB 2**
Tremendous in multiplayer, but those merciless dynamics and tarnished visuals hamper the solo appeal.

PSM2 VERDICT

GAMEPLAY
+ Punchy arcade handling, great bikes.
– Infuriating difficulty curve.

GRAPHICS
+ Fast with nice spot effects.
– Jaggy cars, cardboard cut-out streets.

SOUND
+ Generic hip hop and techno.
– Squealing voice overs.

LIFESPAN
+ Genius online play, tough Career mode.
– Patience sapping difficulty. Repetitive.

OVERALL
Superb online play, but merciless solo player will frazzle the faint-hearted. Like high speed *Pac Man* – one wrong turn and it's over.

80

CLUBBED

STACKS OF FUN: It's not all just going round in circles, you know. But mostly it is. Sigh.

STEAMING REARS: The only time you really feel the speed is when you crash, which is kind of missing the point, no?

WING AND A PRAYER: This kind of behaviour will stuff your race. On the other hand, they really deserve it. Do it!

INFO
- **CODE TESTED** PAL (UK)
- **DEVELOPER** Brain in a Jar
- **PUBLISHER** Codemasters
- **GAME TYPE** Racing
- **PRICE** £39.99
- **ESSENTIALS** 1-2 Players, DualShock 2 Wheel, Memory Card

OUT UK NOW

INDYCAR SERIES

DETAILS
- Up to 25 opponents per race.
- Jewel-in-the-crown Indianapolis 500 race.
- 14 tracks – the whole 2002 season.
- Pit stops.

Racing on ovals isn't as much fun as you'd think. And you probably didn't think it was fun anyway.

REVIEWER: Steve Williams

How can speeding at 225 mph feel so dull? Oval racing is big business in the States, but it just doesn't cut it over here. Perhaps we can't love it because speed's just a number until you have to stop, and there's little of that on an oval. Or perhaps Americans love it because, when cars do need to stop, they can't. When ex-F1 champ Mario Andretti crashed during testing for this year's Indianapolis 500, his car reached the top of the 22-foot-high catch fencing round the edge and flew for a *quarter of a mile*. Now there's a man who's keeping it real.

But this isn't real and there's no thrill turning left through wide-open bends no matter how 'fast' you're going. Like the real thing, the speed only creeps in when you get it wrong – mass pile-ups can be quite impressive, as deep black lines scroll from clouds of tyre smoke for ever and ever and ever. But even glancing against cars or walls dumps vital miles per hour, crippling your race. It becomes an exercise in metronomic perfection. Accurate, but more like work than fun.

True, *IndyCar Series* is meant as a simulation rather than a blast of sensations. Fans of these cars (there must be some) will love the challenge of juggling fuel mix, weight balance, pit stops and tyre grip while they attempt to stay out of the wall, and the stat-heavy trading cards will delight those anally retentive enough to stay the course. Whether anyone out there is sick enough to complete a full-length race is questionable. Fortunately players can choose anything down to ten laps instead, and anything from one to 25 opponents, although why you'd thin the field that much is beyond us. Bigger grids mean more action.

Games such as *GT3* – sim-heavy but fun – engage by simply being car porn, but *IndyCar* fails miserably. It's ugly. The models are blocky and lacking in detail, while the cockpits look like *F1 '97* on PSone. The scenery is flat, and the crowds are no better, letting down replays badly. So *IndyCar Series* is preaching to the converted – a very small band – and even then will disappoint those who love the sport. Who's left? **PSM2**

IndyCar Series is out in June

INSIGHT

Heard of Dario Franchitti? No? The Indy racing Scot is the equal fifth richest sportsman alive – along with Ryan Giggs, no less (£14m). Impressive, yes, but F1 boss Bernie Ecclestone's got £2400m...

"INDYCAR SERIES IS MEANT TO BE A SIM RATHER THAN A BLAST OF SENSATIONS"

ANDRETTI'S CHOICE

1. **FORMULA ONE 2002** The real series makes turning right look dull too, but this is single-seater gaming at its very best.
2. **TOCA RACE DRIVER** Forget single seaters altogether and scrap with the pack in a world with right hand corners.
3. **INDYCAR SERIES** Dull, ugly, frustrating and circular. One for hardcore IndyCar fans only.

PSM2 VERDICT

GAMEPLAY
+ Detailed handling characteristics.
- A lot of effort for little reward

GRAPHICS
+ Players can select a replay whenever they want.
- It's bland, blocky and nowhere near good enough.

SOUND
+ Genuinely harsh exhaust notes.
- You mostly scream along in one gear.

LIFESPAN
+ You can do races over the full distance.
- You'll be bored by lap two.

OVERALL
IndyCar doesn't have much of a following over here, and this joyless sim isn't going to change that. Life's just too short for this.

49

RINGER

The Raven is back

the battle continues...

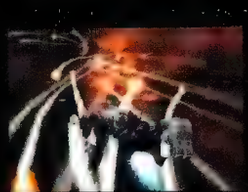
EDGE 8/10
"Armored Core 3 is one of the most comprehensive video games you are likely to play this year"

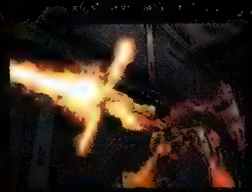
PlayStation.2
'It's the daddy'

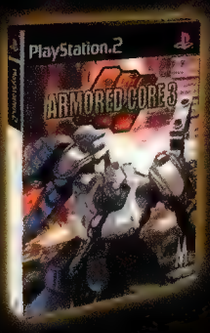
"Armored Core 3, arguably the best mech game"

ARMORED CORE 3

Available 30th May 2003 from all good retailers







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Metro 3D Europe Ltd

PlayStation.2

OUT UK now

WAKEBOARDING UNLEASHED FEATURING SHAUN MURRAY

A whack-ass watersport workout that's not quite Murray mint.

REVIEWER: Nick Ellis

If PSM2 ever decides to publish a special edition of the mag entitled 1001 Great Videogame Recipes, the entry for *Wakeboarding Unleashed* would read something like this: "Take one part *Tony Hawk's Pro Skater*, one part *Shaun Palmer's Pro Snowboarder*, one part *Kelly Slater's Pro Surfer* and stir thoroughly. Now blend in several prominent names from the sport, followed by a generous helping of angry guitar-based American rock music. Once the ingredients are mixed, just add water, allow to bubble for several months and serve to the public with a green leaf side salad." Well maybe not the salad but you get the idea.

It's extreme sport stalwarts Shaba Games who have cooked up this, another tasty if distressingly familar sim for Activision's O2 table. Fans of *Hawk's*, *Hoffman's* et al will no doubt relish the prospect of indulging in yet more gravity defying trickery so if that sounds like you then you'll get the hang-ten of *Wakeboarding* in less time than it takes to pop a kickflip. From the control system to the challenges, everything here conforms to the traditional O^2 formula – grind with △ button, grab with ○. Collect all the icons in one combo, get an 'Insane Score'. Yup, reading you loud and clear. Shauny boy.

Familiarity aside, proceedings are all very pleasant – in a Bank Holiday Bond film kind of way. The water effects are on a par with those in *Kelly Slater's*, and while it's not often that you'll find PSM2 causing a ripple at the local wakeboarding centre, the riding does 'feel' authentic. You can use the speedboat's wake to carve out tricks and there are stacks of obstacles – ramps, rails, banks, alligators and suchlike – that offer all manner of opportunities for displaying your skills. Combos are the order of the day if you want to score big and that means linking tricks with manual, which is identical in execution to *Hawk's*.

The challenges are frequently inventive, and of course become progressively harder as you splash your way through the levels. One of the most amusing is the 'Schooling Banjoes' challenge on the Louisiana Bayou level. It's a 'pull the tricks as they're called out' challenge but set to the Deliverance theme tune. As the song gets faster, so does the rosta of tricks that you have to nail. Uh-huh, we laughed good.

So it all looks neat enough and there's plenty here to satisfy your tricklust and enough toothsome challenges to make things interesting. But with so many similarities to other titles, *Wakeboarding* smells far from fresh. Maybe it's time for the O^2 series to take a new direction. How about *Aunt Bessie's Extreme Yorkshire Puds*? Or maybe not. PSM2

Wave hello (ho ho) to Wakeboarding Unleashed *right about now.*

DUFF-EL BOAT: The speedboat racing challenges aren't up to much, but the two-player co-op mode provides a decent distraction.

COME AND TAR-GET IT: There's a plethora of challenges, like this one where you need to launch your waker through the target.

ALI MCMEAL: Attempting to grind the 'gators in the swamps is a dangerous business. They'll try and take a chunk out of your leg.

INFO

- **CODE TESTED** NTSC (US)
- **DEVELOPER** Shaba Games
- **PUBLISHER** Activision
- **GAME TYPE** Extreme Sports
- **PRICE** £39.99
- **ESSENTIALS** 1-2 Players, Memory Card, DualShock 2

PlayStation 2

DETAILS

- Play as seven of the world's 'greatest' wakeboarders.
- Nine levels set in real-life locations, from Venice to Hong Kong.
- Two-player modes, including a co-op mode where one player pilots a speedboat while the other one wakes it up.

INSIGHT

Having bagged the World Championship title three times, our Shaun is 'The Man' when it comes to wakeboarding. Check out more about both him and his sport at www.shaunmurray.net.

BOARDER'S CHOICE

1. **SSX TRICKY** The absolute pinnacle of PS2 extreme sport games. Beautifully executed and worryingly addictive.
2. **THPS 4** Another top-notch *Tony* tearabout in the consistently excellent series.
3. **WAKEBOARDING UNLEASHED** You're looking at a game akin to *Hawk's* on water - but not as good. That just about sums it up.

PSM2 VERDICT

GAMEPLAY
+ Fast, frantic and fun with plenty of variety.
- We've seen it all before, thanks.

GRAPHICS
+ Good water and plenty of character to the levels.
- Crashes into and through the scenery are lame.

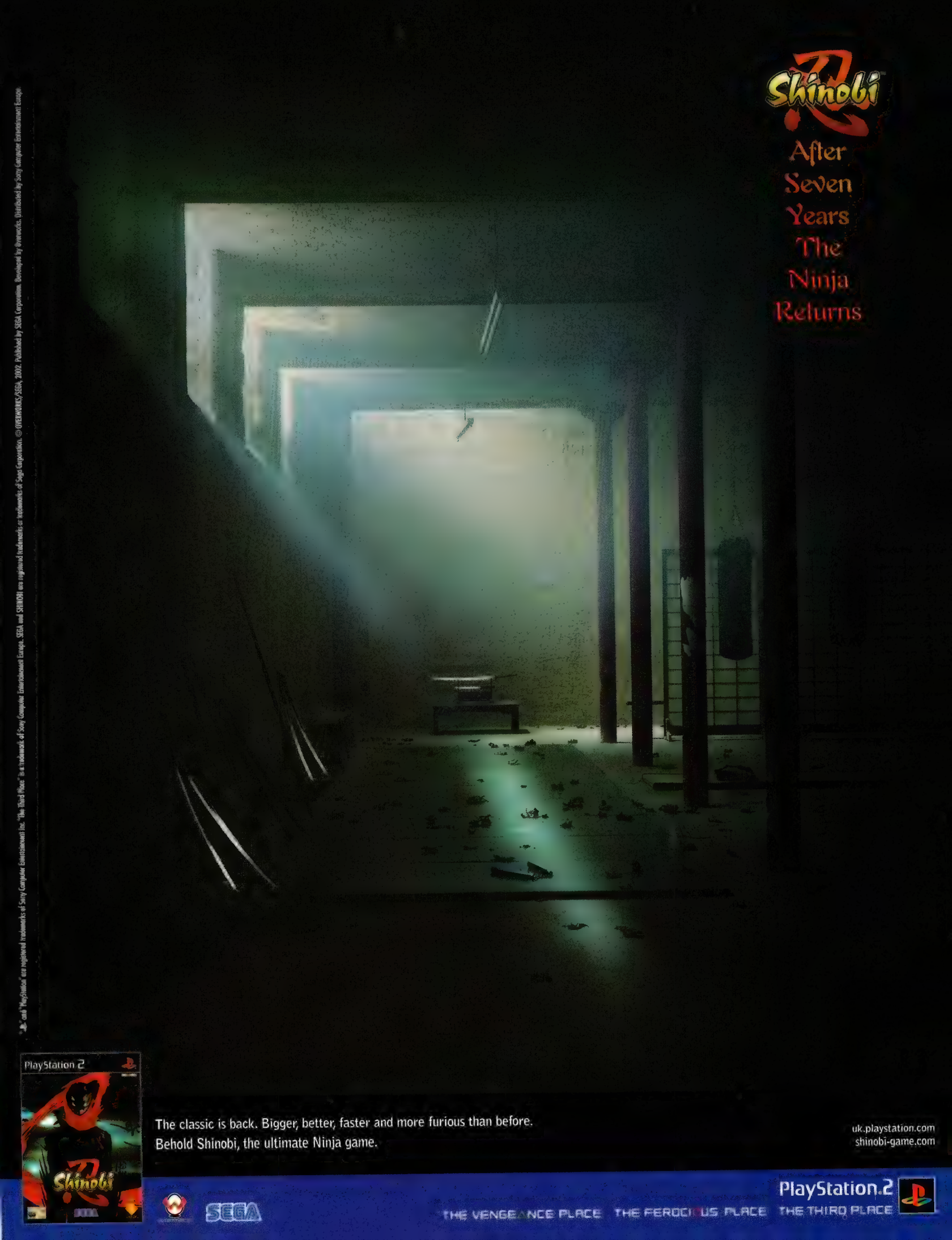
SOUND
+ The Pixies' 'Wave of Mutilation' is the soundtrack highlight.
- And Van Halen's 'Unchained' the lowlight.

LIFESPAN
+ Diverse array of challenges, and a solid two-player mode.
- It'll be pretty easy for O^2 experts.

OVERALL
***Wakeboarding Unleashed* holds very few surprises for extreme sport game fans, but is extremely playable nonetheless.**

65

WATER PALAVER



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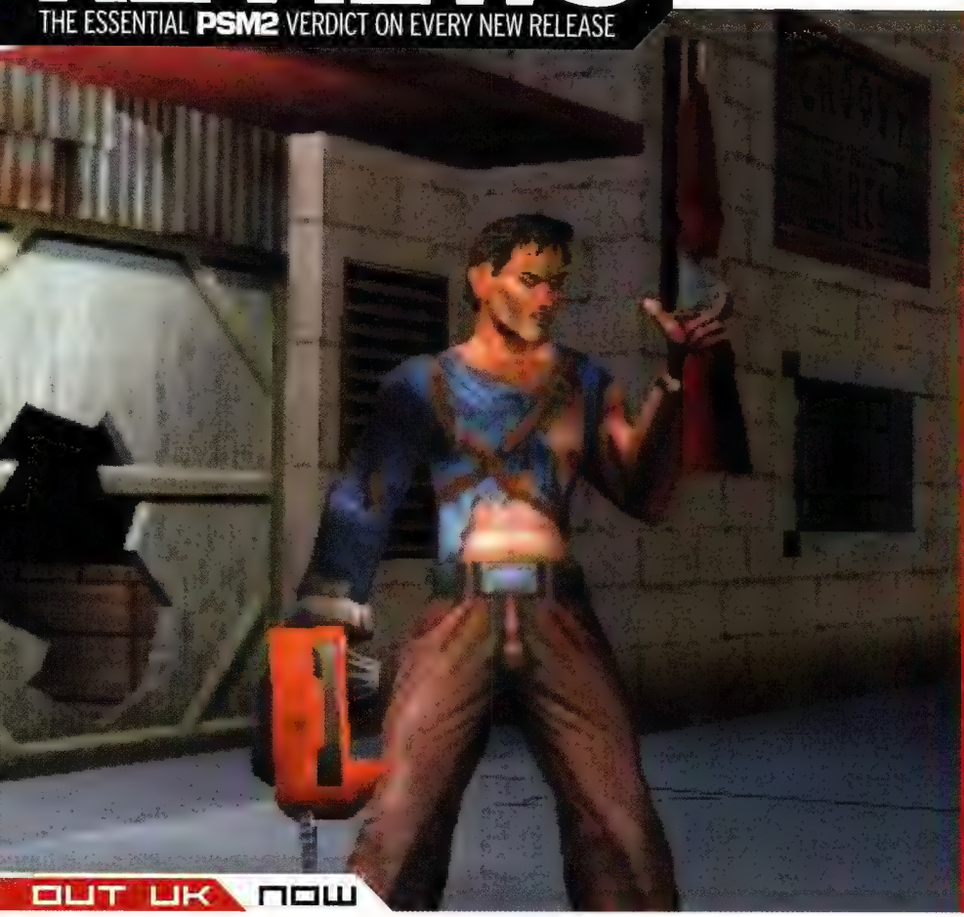


OUT UK now

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** VIS
- **PUBLISHER** THQ
- **GAME TYPE** Action/Adventure
- **PRICE** £29.99
- **ESSENTIALS** 1 Player, DualShock 2, Memory Card

DETAILS

- Bruce Campbell lends his vocal talent.
- Ash has the ability to carry and use two weapons at once.
- The game is able to include over 50 Deadites on the screen at one time.
- Comes in a 'movie pack' with DVD of Evil Dead 2.
- [illegible]

SPRAY YOU, SPRAY ME: There's several different combos that can be performed with the melee weapons, all very simple.

STRAWBERRY RIFLE: As well as the chainsaw, Ash can clip a petrol dispenser (oh yes) and a minigun to his stumpy arm.

EVIL DEAD: A FISTFUL OF BOOMSTICK

Happily, in this version of Raimi's classic, only the violence is horrific...

REVIEWER: Dave Harrison

This is no game! This is a 'movie pack'... apparently. It's a fusion of two sections of Woolworths that has never been seen before. What next? Free bleach with the pick 'n' mix? Yes THQ have thrown in the DVD of Evil Dead 2 alongside the game, which is fantastic as it's a cracking film that's right up there with Carry On Screaming. Praise indeed.

We like to think they've done this because they're trying to make up for their first Evil Dead effort – *Hail to King* which was one of the worst games ever, *ever* made. It wasn't just that the game sucked ass, it was also the fact that such a good film licence had been abused. Evil Dead has it all – man with chainsaw for an arm takes on an army of zombies. Hell, you couldn't make it up.

THQ have not only given us a free DVD to make up for their previous failure, they've also produced a much better game – not a classic, but one that captures the B-Movie messiness that you'd expect. They've used developers Vis who've taken *State of Emergency* and replaced the rioting civilians with hordes of Deadites. At the centre of all this is Ash, voiced by Bruce Campbell himself, who's able to do marvellous things with power tools. However, saying that, you shouldn't expect *Splinter Cell* sophistication from a game with 'Boomstick' in the title.

Ash has to liberate a town that's been invaded by the Deadites, which he does by blasting them with chainsaw, shovel, shotgun or spell, and this relentless carnage is where the game works well. It's repetitive but the schlocky action is punctuated by quips and daft cutscenes.

Sadly, the puzzles aren't quite so peachy – they usually revolve around finding an item, and the lack of a map and some lacklustre level design makes it unnecessarily frustrating.

A Fistful of Boomstick has its charm and retains some of the film's humour, but due to some obscure objectives it fails to be more than average. Still, you get a free DVD with it. **PSM2**

Lurching into shops right now.

ASH RULES EVERYTHING AROUND ME: Ash uses his own delicious blend of black magic to destroy the Deadite hordes.

"IT HAS IT ALL – MAN WITH CHAINSAW FOR AN ARM TAKES ON AN ARMY OF ZOMBIES"

INSIGHT

- There's a shot at the beginning of Evil Dead 2 where the "evil force" rams into Ash. Bruce Campbell suffered a broken jaw while filming this shot as Sam Raimi, who was operating the camera, crashed into him on his bicycle. Now that's special effects...

CHOPPER'S CHOICE

1. **LORD OF THE RINGS** EA's *Gauntlet* with dwarfs takes some beating.
2. **STATE OF EMERGENCY** Non-stop violence but lacks the depth to make it exceptional.
3. **EVIL DEAD: A FISTFUL OF BOOMSTICK** Similar intensity to *SOE* but slows things down with badly worked out mission objectives.

PSM2 VERDICT

GAMEPLAY
+ Relentless, fun and messy Deadite cleansing.
- Some objectives are fuzzy. Can be tedious.

GRAPHICS
+ Bruce Campbell's chin is perfectly captured.
- The environments are extremely plain.

SOUND
+ Great. Time has been well spent on the voice acting.
- The music can get a bit irritating.

LIFESPAN
+ The levels are trickier to complete than you'd think.
- There's very little replay value.

OVERALL
Manages to capture the cartoony violence and humour of the films but often loses momentum due to some tardy level design.

68

DEADLY

OUT UK now

WWE CRUSH HOUR

Can you smell... what the Rock... is... *parking*? Crazy but true, it's WWE on wheels.

Imagine the derisive scoffs when a title with the tag line "Layeth The Rubber Down" arrived on our doorstep. After the flood of 'discarded jonny' jokes subsided we actually played the game and, bugger us, we liked it, in a *Smackdown* meets Destruction Derby kinda way.

You see, despite the game screaming 'trailer trash' at the top of its lungs, it's hard to put it down. And believe us we wanted to. We wanted to cringe at the ethos behind in-game taunts like "I'm not the one who sucks! You suck!" We wanted to moan about the lack of rear-view mirror in a game where you spend most of your time being chased. We wanted to give this game a beasting but we were too busy enjoying it. Shit!

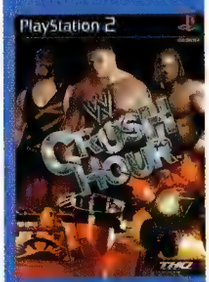
On the face of it, the game plays as dumb as it looks. But progressing through the different stages, *Crush Hour* starts to divulge some surprisingly clever gameplay. Take the LumberJack course. At first the levels are merely gladiatorial arenas in which to deal free-for-all vehicular death a là *Twisted Metal*. But then LumberJack's 'Star Capture' mode kicks in and you find yourself pegging it around the map trying to waste the guy with the most stars, often working with rivals to kill the leader before he captures a fifth star and wins the game. Frantic, exciting and brilliant.

But let's face facts. *Crush Hour* is not going to appeal to everyone. Despite buckets of enthusiasm and beguiling lo-fi charms, it's still way too basic and shallow. **PSM2**

Muscling on to shelves right now.

BLASTER CHEF: Tonight, for one night only, the Rock will be cooking... Chris Benoit. Flame grilled, of course.

INFO
- **DEVELOPER** Pacific Coast Power & Light
- **PUBLISHER** THQ
- **GAME TYPE** Racing
- **PRICE** £19.99

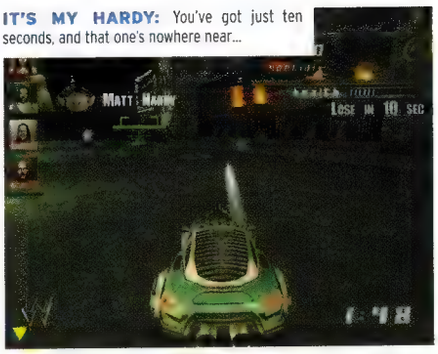


DETAILS
- Over 20 personalised WWE vehicles.
- WWE's own Jim Ross commentates.
- 12 levels.

OVERALL
OK, so there are way more short-lived japes than you'd expect, but, believe us, that's still far less than you deserve.

49

CRUSHED



IT'S MY HARDY: You've got just ten seconds, and that one's nowhere near...

RASPBERRY TRIPLE: If you don't paste the big pant-wearing Triple H within 17 seconds it's game over, man.

OUT UK 13th June

F1 CAREER CHALLENGE

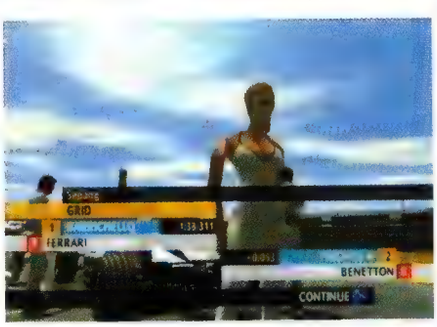
The challenge is to define the genre of this oddball F1 sim-cum-arcade-racer-but-with-rpg-bits thingummy.

We haven't got much room so we'll cut to the chase-cam – *F1CC* is a confused game. It's like EA suddenly realised they had the official rights to all the F1 names, tracks and so forth, but were only making *one game a year!* Can you imagine? Better make some more, quick!

The trouble with *F1 Career Challenge* is that it seems to have been put together by two different teams and then patched together somewhere near the deadline. You have what appears to be a simulation, with licence tests, car tuning and RPG-like character progression. You also have an arcade fantasy where you can buy invulnerability upgrades and so on – but neither aspect is good enough to stand out. You can complete the licence tests without mastering the techniques they are trying to teach, making them more or less redundant. Likewise, although you win points for good performances, the items you can spend them on are rubbish. 'Pit Babe' for sale anyone?

Having said all that, the driving bits are above average. There's a real sense of faltering grip as you power round corners, and the feeling of speed is spot on. It's also a very good-looking game – in places. Sadly, the dual standards of *F1CC* are also evident here – it may have tasty motion blur on the track, but in the pits? We've seen more human-looking Star Wars figures. A game of two halves that doesn't quite make a whole. **PSM2**

F1CC is out in mid-June.



TROPHY STRIFE: When you win races you get points which you can spend on valuable, erm... ladies.

INFO
- **DEVELOPER** EA
- **PUBLISHER** EA
- **GAME TYPE** Driving
- **PRICE** £29.99

DETAILS
- Four seasons of F1.
- Split-screen and 'Hot Seat' multiplayer.
- Historically accurate driver signings.

OVERALL
Neither nowt nor summat. Four seasons of confused F1 racing. It does nothing new and nothing old exceptionally well. So why bother?

58

A PIT-LAME

ON YER MIKE: It's not often that you see Schuie bringing up the rear, is it? Wet weather can cause mayhem.

RUBBER BLAND: It's a shame, but the rest of *F1 Career Challenge* can't match the quality of the visuals.

SPEED RULES

Forget fancy handlebars and namby-pamby chromework. Nerve shredding racing around 15 courses with the world's fastest riders is what you need. Along with a 2 player grand prix mode and a 4 player option to make your friends' eyeballs bleed. Plus there's the ultra realistic on-board view and independent front and rear braking. Handy for any big girl's blouses out there.

namco

uk.playstation.com

THE SPEED PLACE THE COURAGE PLACE THE ADRENALINE PLACE THE THIRD PLACE

PlayStation.2

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INFO

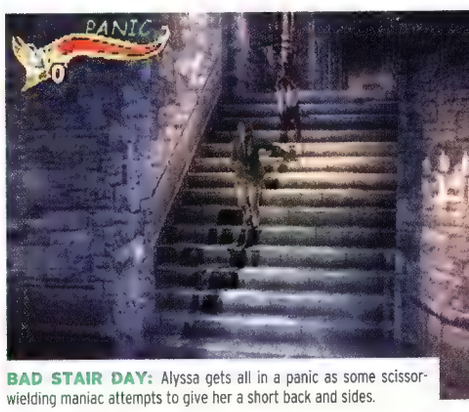
- **CODE TESTED** PAL (UK)
- **DEVELOPER** Capcom
- **PUBLISHER** Capcom
- **GAME TYPE** Survival horror
- **PRICE** £39.99
- **ESSENTIALS** 1 player, DualShock 2, Memory Card

DETAILS

- Five blood-curdling bosses to dispose of, including real life serial killers. Yay!
- Ten levels that are spread over five chapters, each set in a different time period.
- On each level you'll be able to save the souls of the killers' numerous victims. How sweet.

OUT UK 30TH JUNE

WATER PALAVER: The green swirl denotes a place where you can hide from the axe-wielding tattoo man. And look at some fish.



BAD STAIR DAY: Alyssa gets all in a panic as some scissor-wielding maniac attempts to give her a short back and sides.

CLOCK TOWER 3

A cheery little number with schoolgirls, serial killers and, er, clocks. Wake up, it's chime to die.

REVIEWER: Nick Ellis

We don't usually get moralistic, but a cutscene depicting a child getting her skull caved in by some Leatherface impersonator armed with a hammer is about number one on the List Of Stuff We'd Rather Not See In A Videogame. Toasting rozzers with a flamethrower in *GTA* – fine and dandy. Bullet-riddled corpses piled higher than Hamburger Hill – no probs. Just leave the kids out of it, 'kay?

As if this thoroughly disturbing inclusion wasn't enough, the game itself is pretty lame too. You play as a 14-year-old lass who returns from boarding school to find the family pile deserted save a creepy old bloke and a whole lotta locked doors. Pocketing a few bottles of lavender water (more of that in a tick), Alyssa, our unwitting heroine, is sucked into a time travel portal and embarks on a journey across history for a right old ding-dong with some mass murderers.

So, another hokey B-movie plot, but things do start off in a promising fashion. Being a kid, Alyssa doesn't carry any weapons, so when she encounters her enemies, she simply has to leg it. The traditional health bar is replaced by a panic meter and when Alyssa gets attacked, it rises. Allow the meter to fill to the max and she'll spaz out, her movements become erratic and she'll even freeze in terror. If she receives a hammering during these panic spells, it's curtains. The only way to curb the panic is by splashing on the lavender water. Yep, lavender water.

Initially this is all fine, and as you scuttle between rooms trying to complete puzzles there are several genuine trouser-soiling moments. But a few hours in and you're gasping for a gun, thoroughly hacked off with the constant catch-me-if-you-can gameplay. You can utilise some of the scenery to hide from your pursuers but this is pretty ridiculous – there's an acid-splashing lunatic nearly clambering into your blazer pocket, but quickly jump into a cupboard and suddenly he has no idea where you've gone.

Puzzles are integral to the game, but they're far too simple for veterans. "Aha, here's a device with a hexagonal socket that needs to be activated to progress. Now what could possibly be in the locked toolbox upstairs? Oh look, it's a wrench with a hexagonal fitting." Gumph.

So despite showing plenty of potential in the opening chapters, proceedings swiftly descend into banality with the whole run-and-hide thing turning from "hey, this is rather neat" to "just get it over with and kill her now". But not with the giant hammer, thanks. **PSM2**

Clock Tower 3 is out at the end of June

"IF SHE RECEIVES A HAMMERING DURING THESE PANIC SPELLS, IT'S CURTAINS"

BLAZER OF GLORY: It must be the school uniform that attracts all these murderous nutters to our heroine.

INSIGHT

The *Clock Tower* series made its debut back in 1997 on the PlayStation. Although billed as a "terrifying horror adventure", it was a spectacularly dull point-and-click affair which looked rubbish. *Clock Tower 2: The Struggle Within* was, by all accounts, also rubbish.

LECTER'S CHOICE

1. **SILENT HILL 3** A masterful slice of schlock horror with enough unsettling moments to ensure a restless night.
2. **ONIMUSHA 2** Top-tier adventuring filled with despicable demons and dirty great swords.
3. **CLOCK TOWER 3** Some nice touches, but the dodgy subject matter and limited gameplay makes for a pretty lacklustre adventure.

PSM2 VERDICT

GAMEPLAY
+ Frequently tense and an original take on the genre.
- The macabre Benny Hill style chases rapidly become tiresome

GRAPHICS
+ Good character design and atmospheric environments.
- Contains some imagery that's just plain wrong.

SOUND
+ Piercing screams and plenty of things to make you go 'brrrr'.
- Too much frickin' eerie piano music and risible evil cackling.

LIFESPAN
+ There's a hokey but fairly engaging story to work through.
- Seasoned campaigners will have it licked in hours, not days.

OVERALL
A brave attempt to inject something new into the horror genre, but things go astray faster than you can say "Hannibal ate my liver".

59

COMPLETE

OUT UK now

SPEED KINGS

SKID JENSEN: Smack opponents off their bikes *Road Rash style*. Be warned - they'll be out for revenge.

Look no further than *Speed Kings* to see that speed isn't always a sure-fire winner.

INFO

- **DEVELOPER** Climax
- **PUBLISHER** Acclaim
- **GAME TYPE** Motorbike racing
- **PRICE** £29.99

PlayStation 2

DETAILS

- One-two players.
- 18 courses, set over six countries.
- Game modes include Meets, Time Attack and Trick Attack.

Acclaim, in a recent press release, has described this game as a cross between *Road Rash* and *Burnout*. And while we can see where they're coming from with this excitable claim, it has to be said that those aforementioned games are actually rather good. Whereas *Speed Kings* is not.

Here, frustration sets in almost immediately. You choose a motorbike and hit the busy streets for a race, then discover that your bike just doesn't handle well enough to successfully travel at such a fast speed. Time after time it's impossible to avoid crashing into other vehicles or the environment. Sliding around a tight corner, you see a car heading towards you, you have a millisecond to react but just can't because you're sliding. Then the traffic starts acting erratically – vehicles stop dead or pull out of side turnings right in front of you.

Clipping other vehicles and riding fast will earn you a turbo, but tapping vehicles without crashing is near impossible. Winning and losing feels arbitrary – when you're whizzing through a level like a person possessed, so are your opponents. When you're ploughing into everything that moves, so are they. And, because after crashing you're placed on the track slightly ahead of where you came off in the first place, you often don't even drop one place.

Speed-wise, it lives up to the press release at least, and rivals *Burnout*, and we admit there are a few nice touches. Sliding underneath obstructions and completing in-race challenges like doing wheelies and passing speed cameras at 170 mph is fun, but it's not nearly enough.

Acclaim would have been more accurate in their description if they'd said a cross between wearing full leathers on a hot day and picking gravel out of your leg. **PSM2**

Crashing UK-wards in May.

OVERALL

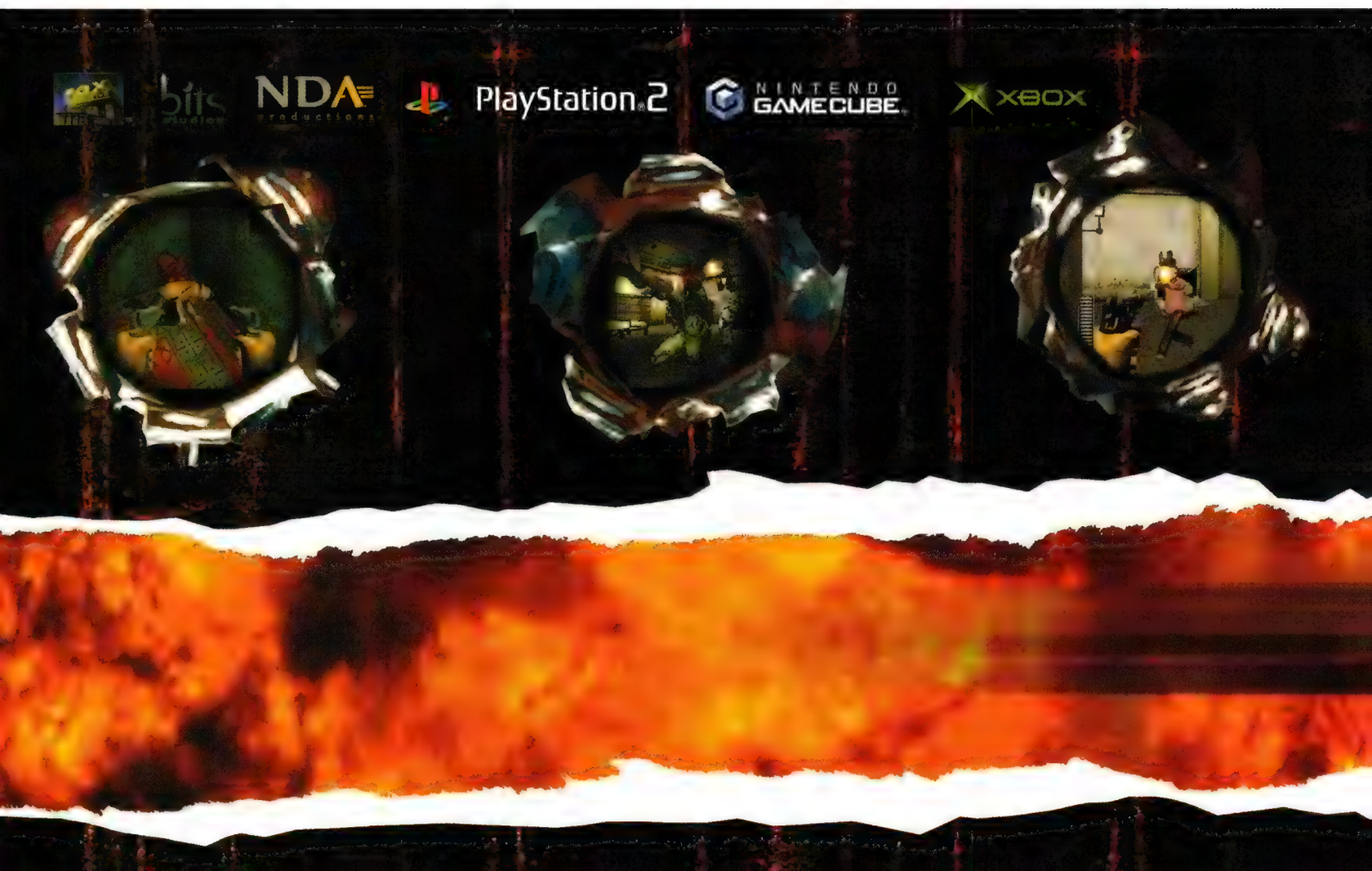
Just when you're starting to enjoy yourself, something happens to remind you why this game isn't as good as it could be.

55

WRECKED

CRASH GORDON: Watching replays of crashes isn't as satisfying as in *Burnout* - because they generally can't be avoided.

TRICK ASTLEY: Trick mode lets you pull off stunts for points. But they're hard to pull off while weaving around the roads.

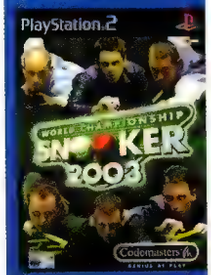


OUT UK JULY

WORLD CHAMPIONSHIP SNOOKER 2003

Codies enter 2003 in another baize of glory. Good news for potheads everywhere.

INFO
- **DEVELOPER** Blade Interactive Studios
- **PUBLISHER** Codemasters
- **GAME TYPE** Snooker
- **PRICE** £39.99



DETAILS
- 28 real players, or create your own.
- Career mode, plus Fungames and Tutorial.
- Commentary from John Virgo and Dennis Taylor.

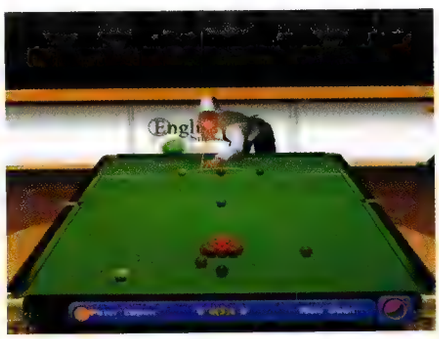
Snooker is of one the few remaining Empire games where Brits actually win world titles. You don't see the Aussies barging in and filching trophies from under the noses of Our Boys like they do in just about every other sport. Perhaps that's why over seven million people tuned in to watch Mark Williams clinch the title from comeback kid Ken Doherty in the final of this year's World Championship. Or maybe it was just to view the latest line-up of fancy waistcoats and upside-down specs?

Either way, the fact that you need an empty space the size of Cornwall to house one of the pitches means that actually playing the sport is pretty tricky for most of us, so a 'jolly good show' to Codemasters, whose *WCS* series has consistently provided as good an interpretation of the real thing as you could hope for. As you'd expect, the 2003 instalment goes one better than the last, with brand new game modes and some added polish to the AI and graphics.

For the patient and dedicated there's an enormous Career mode to plough through, featuring top players from the snooker circuit, real venues and real tournaments. Your ultimate aim, naturally, is trousering the silverware at the famed Crucible Theatre. When you want to take a break from the excitement (*cough*) of the tournaments, there's a new Trickshot mode, some 'Fungames' and 8 and 9-ball pool.

Things are all very accessible and well executed, with *fairly* accurate player likenesses and a range of assists and difficulty levels to suit all abilities. Even if you conquered last year's title, this is well worth another frame. **PSM2**

WCS 2003 cannons into the shops this July.



REDDY BREAK: Is that PSM2's new reviews ed Nick Ellis, or is it last year's world champ Peter Ebdon? It's a close call...

BLUE'S COMPANY: Potting a ball is actually a relatively easy task – it's playing for position that'll 'screw' you up.

OVERALL
Bigger and better than the previous incarnations, this is another highly competent visit to the table for the esteemed series.

78

147 HEAVEN

Take on the role of the heroic cop, John McClane!
INCLUDES MULTIPLAYER MODE ON PS2 & XBOX :
2-4 players. Deathmatch, Team deathmatch, Tag, King of the Hill and Capture the Badge.
BONUS :
Making of the game footage.

DIE HARD
VENDETTA
IT'S TIME FOR A LITTLE PAYBACK
OUT JUNE 2003

Also available on Xbox and Gamecube

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IMPORT REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

OUT US NOW **OUT UK** 27TH JUNE

INFO

- **CODE TESTED** NTSC (US)
- **DEVELOPER** Koei
- **PUBLISHER** Koei
- **GAME TYPE** Action/Strategy
- **PRICE** £69.99
- **EXTRAS** 1-16 players (online), DualShock 2, USB Headset, Memory Card

DETAILS

- Three dynasties to choose from, with three characters each initially playable.
- Musou (Story) mode and Free mode available, plus four Challenge modes and four Versus modes.
- Han Dynasty encyclopedia also included.
- Over 50 levels, spread out over 17 maps.
- Create your own bodyguards and officers in Edit mode.

DYNASTY WARRIORS 4

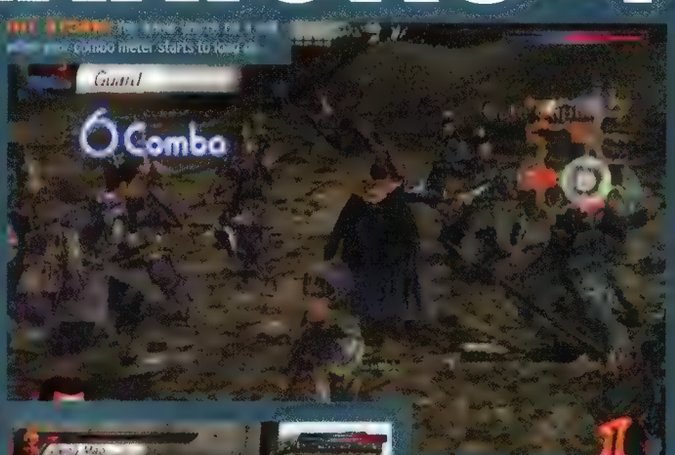
Chop sueycide is painless, but it's no option for Koei's super troopers.

REVIEWED Russell James

Davor-Carrington, John Forsythe, Joan Collins, posh frocks, expensive houses. There, we've done it. We felt that it was necessary to get all of our references to Dynasty, the American soap opera of the 1980s, out of the way as early as possible, so that we could concentrate on our review of the much more entertaining *Dynasty Warriors 4*. There are no, alien-abductee spoilt rich kids here, just noble warriors engaging in righteous battle.

If you've played any of the previous titles (or at least vaguely familiar with what *Dynasty* involves). A bunch of Chinese factions, with names that are about as memorable as they are pronounceable, are battling for supremacy. In the game's main (Musou or Story) mode, you take control of one of these groups, and attempt to guide your army through a series of conflicts.

The gameplay is a clone between Lord of the Rings: The Two Towers and Project Eden. To the uninitiated, it may look like just another slash-and-grab third-person adventure game. Just by rushing into battle on your own, however, and you'll soon find that there is more depth to it than that. At any time, you control only one of a set of opponents, with a limited number of followers at your command. Success in battle depends entirely on an awareness of everything but a grasp of none, knowing both the resources at your disposal and the relative positions of your friends and foes. And unlike previous incarnations of Dynasty Warriors, this game enables you to switch control between officers within your chosen faction, so you can



"CHINESE FACTIONS, WITH NAMES THAT ARE AS MEMORABLE AS THEY ARE PRONOUNCEABLE, ARE BATTLING FOR SUPREMACY"

IMPACT POINT

One of the improvements from *DW3* is the allocation of a special move to each character's portfolio. Hold ◎ to impale, disembowel or inflame.

CROWD AND PROUD: If you get swamped by enemies, your best option is to withdraw and try and find a mount

OFFICER'S CLUB

Before beginning Musou mode, you must pledge your allegiance to one of the three dynasties on offer. You can then select your chosen warrior from a variety of equally ferocious-looking lads and lasses. Extra characters are unlocked as you vanquish more enemies and conquer more lands, while you can also create your own officers with the Edit mode.

GAME PLANES: Koei took out the weather effects this time around, the logging that's followed the series from the start

"IT'S THE ELEMENT OF STRATEGY THAT PREVENTS DYNASTY WARRIORS FROM BECOMING REPETITIVE"

choose the character that is best suited to each particular challenge.

It's the high element of strategy that prevents *Dynasty Warriors 4* from becoming repetitive. True, the actual fighting involves little more than heavy bashing of the ⊡ button to keep your sword busy with the enemy, with the occasional △ thrown in to activate a wham-bam special move. But when you're busy analysing the strategic advance of 200 or so enemy warriors, it's quite nice not to have to think too hard to take care of the pressing concerns such as if somebody trying to hack your head off.

Even if you do become bored by the Musou mode, there are plenty of side-attractions. Multiplayer demands are easily met by a range of contests including man-to-man combat, stealth battle and gang warfare; everyone should be able to find their specialist subject. Meanwhile, you can also take part in a series of *Mortal Kombat*-style challenges (destroy as much stuff as possible in the time limit, for example), or coast into Free mode for a bit of sword-wielding. There's even a limited Edit mode, where you can create your own battle scarred lords and ladies.

As you would expect for its fourth incarnation, *Dynasty* is an extremely polished product. Graphics are smooth throughout, with the new range of special moves looking particularly impressive. The battle sounds are also realistic, although more variety would be nice. In fact, our only significant complaint is the occasionally dodgy AI. This has been improved from *DW3*, but you still get those annoying moments where you come across one of your bodyguards wandering aimlessly while you fight off 50 ferocious adversaries. Thankfully, this doesn't detract too heavily from what is an immersive, and hugely enjoyable, fight fest. And thankfully, there's still not a steel-haired Father Christmas in sight. PSM2

Dynasty Warriors 5 is in a matter of weeks.

FAMOUS FACES: On the battlefield midnight, it's easy to encountering one of the heroes from the opposing force

INSIGHT

■ The *Dynasty Warriors* series is rooted in real Chinese history. The story's from a 600-year-old book entitled The Romance of the Three Kingdoms, which tells of the Han Dynasty of the 2nd and 3rd centuries.

CAO CAO'S CHOICE

1 **DYNASTY WARRIORS 4**
Superior to its predecessors, without veering too far from the tried-and-tested methods of its predecessors.

2 **LORD OF THE RINGS: THE TWO TOWERS**
All the sword action of the above, but none of the strategy.

3 **MYSTIC HEROES**
A similar idea, but lacks the class of *Dynasty Warriors*.

PSM2 VERDICT

GAMEPLAY
+ Tactical awareness, [illegible]
– We've seen most of it before in *DW2* and *3*

GRAPHICS
+ Smooth and polished throughout.
– We'd love some more varied costumes, but we're being picky

SOUND
+ You'll [illegible]
– Music is repetitive and generic

LIFESPAN
+ The levels are long, and there's plenty of them.
– If you've played *DW3* to death, this is more of the same.

OVERALL
An absolute must for fans of [illegible] and beat-em-up alike. The good *Dynasty Warriors* name has [illegible]

80

THOUGHTFUL

HOOK AT ME MA: Fishing's much more realistic this time. You've got to strike and keep the tension down on your line.

OUT US NOW OUT UK JULY

DARK CHRONICLE

What has a broken cash machine and this game got in common?

REVIEWER: Jonnie Bryant

They don't know when to stop giving. Just take a look at the myriad things you can get involved with here and you'll realise the truth in this. It's as though developers Level-5 watched a few episodes of Who Wants To Be A Millionaire and decided to come up with the antithesis to Tarrant's "We don't want to give you that". *Dark Chronicle* wants to give you this, that *and* a bit of the other. Packed is too small a word. Clusterstuffed comes close but still falls short of the number of different mantles hero Max, and his many companions, can pull on.

If you read our preview back in issue #34 you'll already be aware of the following in-game jobs: Fighter, Inventor, Fisherman, Mech Operator, Photo Journalist and Master Builder. Now after another six life-devouring hours of play we can add Estate Agent, Painter and Decorator, Aquarium Attendant, Golf Caddy and Time Traveller to the list.

With so much of it up front from the start you'd think that it'd be difficult structuring a game around all these conflicting occupations. But, apart from a certain untidiness to your overcrowded inventory, everything flows along in a logical progression.

Wake up next to a save point, hunt about for invention ideas, take pictures of the necessary elements, invent a new doohicky or hoojamaflip then buy the necessary raw materials to build it. And what have you got? A double cannonball arm upgrade for your mini mech-styled Ridepod. Beautiful. Right, let's go and test it out by beating

MACHINE SQUASH: The Carpenterion allows you to organise build and paint your towns, as well as recycle raw materials.

INFO

- **CODE TESTED** NTSC (US)
- **DEVELOPER** Level-5
- **PUBLISHER** Sony
- **GAME TYPE** RPG
- **PRICE** See Importer
- **EXTRAS** 1 Player, DualShock 2, Memory Card

DETAILS

- Two central playable characters.
- 24 NPCs with individual skills that compliment your own.
- Six massive chapters/ locations to explore.
- Over a hundred monster types to battle against.
- The ability to catch and then breed racing fish – yes, you heard us right.

IMPACT POINT

All of the 24 NPCs come with their own skill sets that you can tailor to the situation you're in. So, if you want to bolster you offensive abilities, get the engineer Erik on your side and have him make some bombs for you.

RONNIE BARKER: *Dark Cloud* fans will recognise this... Treant. Strangely, in this game, he's been renamed Jurak.

TRUNK MALE: The eye trees of Sindain will stare you out.

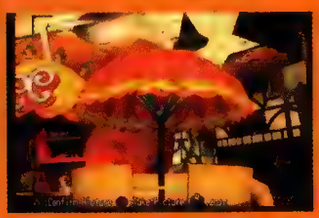
STEAM TEASE: This train will ferry you between zones.

APED CRUSADER: Utan is another old face that turns up.

PORTAL SOUL: Step into the time tunnel and Max and Monica shoot to the future to see what's changed.

INVENT UP AGGRESSION

Yeah, who says boffins can't mix it up when they want to? If you're wondering what the point of taking photos and buying materials is, look at our Ridepod. We've slapped barrel cannons on it and suddenly a plodding dungeon exploration has become more like a shoot-em-up.



BROLLY GOSH:

BUILD LABOUR:

HEAD PIPING:

NOT MADE AWAY:

CRAP METAL:

SUPPLY BOOT:

GUNS ON THE RUN:

ONE HAND SNAPPING:

INSIGHT

- Monica, the mistress of magic, discovers the ability to transform into any monster she has defeated later in the game. It's much like Kimarhi's 'learn' ability, only with realtime transformations.

some Ents into chipboard... Half an hour later and you suddenly realise that all you originally planned to do was bake some bread. You see, this game thrives on distraction and displacement activity. Build houses, paint them and then attempt to persuade folk from other towns to move in – life swallowing capacity: approximately two hours. Catch fish, breed them in your aquarium and then select the fastest to swim for you down at the local races – life swallowing capacity: perhaps two to three hours... Suffice to say, if you get involved with even the smallest elements of *Dark Chronicle* you'll easily forget that there's a bigger plot requiring your attention.

As with the first game there's some all-pervading evil that's screwing up Max's world. This time, however, the motivation is to mess with the future not dominate the present. Cue the arrival of chop-happy Monica and the opening of a 'Dr Who credits' tunnel between the two time zones. In itself this would be an interesting twist to the storyline, but that'd be way too easy for Level-5.

No, here they've got you working a georama (read 'town planning') system that actually affects the future. You only know if what you're building in the present is effective by hopping a thousand years up the time line and seeing what the consequences are. Sounds mental, doesn't it? Well, there's more to come. Set this lot alongside a weapons upgrade system as complex as the original's, around five side quests and some high risk photo scoops and you might just be scared off rather than excited. We say, suck it up. This'll be the best RPG out there this summer, and yes, that's over and above *Final Fantasy 10-2*. It's totally hardcore in the amount of stuff that you can do but everything still retains an unsurpassed lick of accessibility. The only real obstacle to making your way through the game is how... easily... you're... distrac...

<Three hours later> Sorry, sorrrr-rey. Had to see a man about a couple of rounds of Spheda – that's golf for those of you living outside the world of *Dark Chronicle*. Us, we're living in it and relishing every fresh touch the game reaches out with; Monica's spells getting bigger the longer you hold down the attack button, being winked at by the mysterious eye trees, learning to be afraid of a humble tortoise... When faced with a game that keeps on giving like this, there really is only one course of action left to you. Sit back and set your brain to receive. PSM2

Dark Chronicle will be out in UK shops at some point in July. Keep your eyes peeled, cos if you miss it, you'll never know true happiness.

"WE SAY, SUCK IT UP. THIS'LL BE THE BEST RPG OUT THERE THIS SUMMER, AND YES, THAT'S OVER AND ABOVE FINAL FANTASY 10-2. IT'S HARDCORE"

HEINZ'S CHOICE

1. **FINAL FANTASY 10** – Still triggering an emotional resonance every time it's name is mentioned.
2. **DARK CHRONICLE** – Deeper than the Mariana Trench and more entertaining than your ten favourite films played back-to-back.
3. **FINAL FANTASY 10-2** – Smaller, faster but still not as great as the original.

PSM2 VERDICT

GAMEPLAY
+ So much to do, so little life.
- Invisible walls! Why?

GRAPHICS
+ Cute, beautiful and incredibly detailed.
- Looks like a Saturday morning cartoon.

SOUND
+ We dare you to play this without whistling.
- Voice translations are Yank-a-centric.

LIFESPAN
+ Swarms of minigame life eaters.
- Some might still find the dungeons repetitive.

OVERALL
Another nail in the turn-based coffin and one of the most highly layered titles ever created for the RPG massive. Unadulterated class.

90

MONUMENTAL

ONE THUMB WILL RISE FROM A THOUSAND

Sci·Fi channel

ULTIMATE GAMER

It has been told that one will come to wreak death and destruction to all in its path. One thumb will come to claim untold riches. One thumb, alone, shall control the beast.

Sci·Fi channel **Ultimate Gamer** starts June 13th. 1000 lucky contenders will battle it out playing the HULK game at participating Virgin Megastores and on the big screen at UCI cinemas. **£25,000** cash will be split between the winners. Runners-up walk off with kick-ass prizes like VIP tickets to the UK Film Premiere of HULK, the chance to be immortalised in an upcoming computer game and loads of PS2 consoles.

For your chance to be one of the 1000, call now and answer a simple question. You'll also instantly be eligible to win 2 exclusive tickets to the **World Film Premiere of HULK in LA on June 17th.**

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HULK

AT CINEMAS
JULY 18

united international pictures

PlayStation.2

megastores

UCI

Tune into Sci·Fi channel on cable and satellite every Monday at 6.30pm for competition updates

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PSM2 GAMER'S LOUNGE

MAX. SMART/MIN. EFFORT

To be honest, we haven't played that many games this month... Waitaminute! What are we saying? We've played bloody hundreds of them! In amongst the chatting, pointing at girls and stolen minutes of sleep, E3 is all about playing games, and we've just gone 'hands-on' with every hot game of 2003-2004.

You already know our favourites by now... What? You don't? Read the first 52 pages of the mag, for Benson's sake! Anway... hurmph... Closer to home we've been playing, finishing, and quite enjoying *Enter The Matrix*. And *Midnight Club 2* is OK if you're online. If not, forget it. 'Nother game of *Pro Evo* anyone? Cheerio.

1

ENTER THE MATRIX

They put the game on to shelves before we reviewed it. Its release is timed to cash-in on pre-release interest in the movie. And it hasn't even got Keanu Reeves in it. And yet it's selling like hot dung. You've got to hand it to them.

7

X-MEN 2: WOLVERINE'S REVENGE

It might not bear a lot of similarities to the movie, but interest in the hairy/spikey one's quest for truth has given this only-pretty-good action workout a healthy prod up the charts.

16

BLOODRAYNE

They must be cracking open the Lambrini over at Majesco. Number 16? In this age of megahits and ultraflops, number 16 is good going. Seems like a lot of people like vampires and jubblies.

CHARTS FOR MONTH ENDING 21ST MAY

PS2 TOP 20

Enter The Matrix predictably storms in at number one. Infogrames, sorry, Atari have stated that this is their most important title ever (if not their best). And a good showing by the review-dodging *Midnight Club 2*. Now check page 64...

Position	GAME NAME	Publisher	Developer
1	Enter The Matrix	Atari	Shiny
2	Midnight Club 2	Rockstar	Rockstar
3	Tom Clancy's Splinter Cell	Ubi Soft	Ubi Soft
4	Grand Theft Auto: Vice City	Rockstar	Rockstar
5	The Sims	EA	EA
6	The Getaway	SCEE	SCEE
7	X-Men 2: Wolverine's Revenge	Activision	GenePool
8	FIFA 2003	EA	EA
9	Tiger Woods PGA Tour 2003	EA	EA
10	Primal	SCEE	SCEE
11	Pro Evolution Soccer 2	Konami	Konami
12	Tom Clancy's Ghost Recon	Red Storm	Red Storm
13	TimeSplitters 2	Eidos	Free Radical Design
14	Rayman 3	Ubi Soft	Ubi Soft
15	Moto GP3	SCEE	Namco
16	BloodRayne	Viviendi	Majesco
17	Ratchet & Clank	SCEE	Insomniac
18	NBA Street Volume 2	EA	EA
19	Metal Gear Solid 2: Substance	Konami	Konami
20	LMA Manager 2003	Codemasters	Codemasters

JAPANESE TOP 5

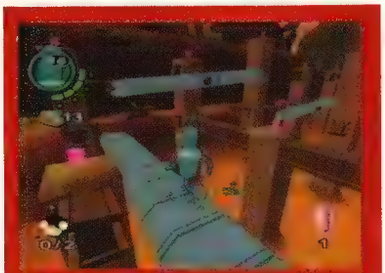
1	Tenchu 3: Wrath of Heaven	Activision	Activision
2	Generation of Chaos	Idea Factory	Idea Factory
3	Nechu Professional Baseball '03	Namco	Namco
4	Taikou no Tetsujin	Namco	Namco
5	2nd Super Robot Taisen Alpha	Banpresto	Banpresto

US TOP 5

1	Grand Theft Auto: Vice City	Rockstar	Rockstar North
2	Grand Theft Auto 3	Rockstar	Rockstar North
3	Madden NFL 2003	EA	EA
4	Gran Turismo 3	SCEE	Polyphony
5	Medal of Honor: Frontline	EA	EA

PSM2'S TOP 5IVE

What's best wearing clothes with PS2



1. Futurama

2. Midnight Club 2

3. Enter The Matrix

4. Dynasty Warriors 4

5. Pro Evolution Soccer 2

DVD REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

GIMME MOORE: Michael undermines trigger-happy behaviour in the US.

OUT UK NOW

BOWLING FOR COLUMBINE

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CERTIFICATE 15
PRICE £19.99

A documentary? As one of the big main reviews on this spread? No, come back, this is Michael Moore we're talking about. And a documentary from this man is guaranteed to be one of the more enjoyable disc-type experiences you're going to get in any month. Rush-released on to DVD to capitalise on the controversy surrounding his Oscar acceptance speech, Bowling For Columbine couldn't come at a more hot-button time, with the recent war still fresh in our memories.

Moore's never been a bloke afraid of confrontation, and this time, he's taking aim at one of America's most heart-felt subjects – gun control. So prepare yourself for the sight of footage of everything from the tragic Columbine school shootings, to (most shockingly of all) Marilyn Manson being the most restrained and intelligent interviewee in the entire film.

Michael Moore's style is best described as laid-back angry liberal, but he can be just so darn charming in person that people open up to him, with more than one planting their feet squarely in their gobs. Witness the thick-as-pig-droppings high school moron who complains about being only number two on the dangerous students list. Or the bank where one of the most popular accounts includes a rifle alongside the cheque book in its list of perks, only for the manager to be confronted with Moore's genius, calm-as-you-like first question: "Don't you think it's a little dangerous to be handing out guns in a bank?"

GUN NUTTERS

And that's only the first scene – the really good stuff is still to come. Marilyn we've mentioned, but for sheer cinematic glory, it's the moment Moore takes two of the Columbine survivors to supermarket chain K-Mart's headquarters to "return" the bullets lodged in their bodies. Two injured students guilting a huge American corporation into changing its sales policy is a moment of true triumph that tops the adrenaline rush of any thriller. Plus, there's Chuck. Yep, Mr Ben Hur himself – the biggest spokesbod for the National Rifle Association – makes a right royal prat of himself as he responds to Moore's seemingly innocent questions. Taking things too far? Judge for yourself – Heston is clear-minded and agrees to the interview – there's no cornering on the street here. This one interview alone provides more edge-of-the-seat moments and cringeworthy one-liners than most of the cheesy horror flicks or comedies out there. Moore knows exactly which questions to pose and he's found the perfect people to answer them. Plus, there's the usual Moore-style sprinkling of documentary footage to give added context.

Sure, you could accuse Moore of one-sided bias. He does, after all, have an agenda. But he uncovers each point and conducts each interview with such aplomb that you can't help but think he's on to something here. **PSM2**

"DON'T YOU THINK IT'S DANGEROUS TO BE HANDING OUT GUNS IN A BANK?"

INSIGHT

- This was the first documentary in competition at Cannes for 46 years.
- Columbine is the highest grossing documentary to date.
- Michael Moore's next documentary is Fahrenheit 911, about the supposed links between Osama Bin Laden and George Bush.

SHOCK DOC CHOICE

1. **BOWLING FOR COLUMBINE** Michael Moore points the trigger finger at the US.
2. **ROGER AND ME** Moore again, in his first ever doc about the ruin of his hometown.
3. **DARK DAYS** The stark reality of New York's homeless explored.

PSM2 VERDICT

EXTRAS
Trailers. And that's it.

OVERALL
The best documentary of the year by a clear mile, but a surprisingly empty disc, due to its rushed release. Questions should be asked.

85

DOCU-HORROR

OUT UK NOW

DAREDEVIL

Ben Affleck is the man without fear... but Jennifer Garner looks better in leather.

STARRING ... Ben Affleck, Jennifer Garner, Colin Farrell, John Favreau, Michael Clarke Duncan, Joe Pantoliano, Erick Avari
DIRECTOR ... Mark Steven Johnson
CERTIFICATE ... 12
PRICE ... £19.99

Superman. Spider-Man. Batman. X-Men. When running through the pantheon of recognisable superheroes, Daredevil is lower down the list than these lads. We're not talking "so geeky, no-one's ever heard of him", but Marvel Comics had a bigger job on its hands selling the idea of a blind superhero to the public. Fortunately, they made a smart move by putting the film in the hands of a big fan and finding decent actors to fill the silly costumes. Writer Mark Steven Johnson was a Daredevil fan back when he was still collecting comic books and baseball cards – and his passion for the project oozes into every frame like disturbing fanboy drool. If you know the Daredevil stories, you'll love the nods to classic tales and the faithful feel of the dialogue. If not, you'll still appreciate it as a decent comic adaptation and an entertaining movie in its own right.

And if you've never so much as heard the name Matt Murdock, here's a brief introduction... Think Batman (parents dead, vigilante warrior) but blind (his optic nerves were fried in an accident involving radioactive goop – as you do) and possessed of super-powered sense (like Spider-Man). By day, he's a lawyer, fighting the good fight alongside partner Foggy Nelson. But when justice fails to deliver the results, he straps on red leather by night (much like Dan D) and hunts criminals down. And kudos to Johnson for taking the concept that much further than the comic. This is a far grittier superhero than we're used to seeing – more like the Crow than the Krypton kid. Daredevil isn't afraid to off the criminals, and then pop pain pills when he returns home.

INSIGHT

- Some of the names in the film (Bendis, Romita, etc) are people who have worked on the comic.
- Writer/director Kevin Smith plays the morgue attendant.
- Edward Norton was considered for Bullseye.

BLIND AMBITION

Affleck gives a decent performance as Murdock, but naturally, once the costume goes on, it could be anyone under the leather, and frequently is. Jennifer Garner is sex personified as Elektra, a deadly beauty who Matt falls for. Best of the lot (and so far over the top he comes back round the other side) is Colin Farrell as the assassin Bullseye, all maniacal stares and twitchy mannerisms. When he hollers "I want a bloody costume!" at one point, you're about ready to give him his own franchise, let alone the fancy leather coat he ends up with. Farrell knows exactly what he's doing – refusing to take any part of the film seriously, he camps it up in style, and, despite a seeming clash with the gritty Murdock material, it works. Because even when Bullseye is pulling out all the stops, there's pain involved. The scraps are brutal, with real injuries the result.

Occasionally, the script wavers, with Matt and Elektra's romance scuppered by a love scene in front of – argh! – a log fire, which belongs on the list of banned clichés. But it doesn't stop Daredevil from being a kick-arse superhero flick. **PSM2**

DEVILLED EDGE: Ben's got the requisite chiselled jaw for a superhero.

SPIDER-MAN CHOICE

1. **SPIDER-MAN** Bug boy was the biggest hit with the best flick so far.
2. **X-MEN** Marvel's mutants proved superheroes could be cool.
3. **DAREDEVIL** The Man Without Fear stalks New York.

PSM2 VERDICT

EXTRAS
Commentary by director Mark Steven Johnson and producer Gary Foster : Daredevil #1 virtual comic book : trailers : Beyond Hell's Kitchen: Making Daredevil documentary : The Men Without Fear: The Art of Daredevil documentary : Jennifer Garner screen test bio.

OVERALL
One or two blind spots (nudge, nudge), and will suffer from previous lack of exposure, but a cool comic adaptation nevertheless.

72

FEARSOME

THE RIGHT STUFF SPECIAL EDITION

OUT UK 28TH JULY

STARRING ... Ed Harris, Scott Glenn
DIRECTOR ... Philip Kaufman
CERTIFICATE ... 15
PRICE ... £19.99

The early astronauts were a crazy bunch – they had to be, strapping themselves into flaming chunks of metal and soaring higher than any man before them. All in the name of progress and one hell of a thrill. No film captures this more clearly than The Right Stuff, which is still, to this day, the movie that all other astro-flicks are judged by – and found wanting, if we're honest. Ed Harris, Sam Shepherd and Dennis Quaid play real-life heroes such as Chuck Yeager and Alan Shepherd as they face one of their most perilous missions to date. **PSM2** **88**

THE ANIMATRIX

OUT UK 2ND JUNE

STARRING ... Keanu Reeves, Carrie-Anne Moss (voices)
DIRECTOR ... Various
CERTIFICATE ... 12TBC
PRICE ... £15.99

No one can tell you what the Animatrix is. You have to see it for yourself. Oh, if you must... It's nine animated short films that tell stories set in and around the world of The Matrix. Showcasing both traditional animation techniques and some beautiful CG, the Animatrix is an extremely cool product – even if it is just that – a marketing tool. Some of the shorts premiered on the Net, but buying this disc is worth it to own them all. We recommend Final Flight Of The Osiris, or What *Final Fantasy* Could Have Been If It Had Had A Plot. **PSM2** **80**

© 2003 Warner Bros

ALSO RELEASED

THE WEST WING: SEASON TWO BOX ONE
Released OUT NOW! **Cert** 15 **Price** £34.99
The best telly from the States reaches season 2. The scripts are as good, the acting's better and the plot is beginning to thicken nicely. **85**

GHOST SHIP
Released 21 July **Cert** 18 **Price** £15.99
Do you hear that mournful foghorn? That's a warning to stay away from this tragedy of a horror film. Terrifying? Terrible is more like it. **20**

CITY BY THE SEA
Released 14 July **Cert** 15 **Price** £15.99
Robert De Niro in a based-on-fact story of a cop struggling to keep his druggie son on the straight and narrow. Mostly melodramatic mush. **50**

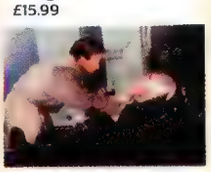
SPIKE LEE TRIPLE PACK
Released OUT NOW! **Cert** 18 **Price** £29.99
Clockers, Do The Right Thing and Jungle Fever packaged together in one quality set. Of the three, Do The Right Thing is a definite highlight. **77**

GIANT
Released 28 July **Cert** PG **Price** £24.99
James Dean stars in an Oscar-scooping look at how the discovery of oil affects a small town. Now in special, three disc get-yer-features-here edition. **35**

INSOMNIA
Released OUT NOW! **Cert** PG **Price** £19.99
Al Pacino and Robin Williams face off as cop and serial killer. Stylish and well made, it's one of the few remakes that improve on the original. **69**

COMING SOON

FEMME FATALE
4 August
£15.99



HIGHLANDER: SPECIAL EDITION
18 August
£19.99

THE LORD OF THE RINGS: THE TWO TOWERS
TBC August
£TBC

©The Kobal Collection

NEW & IMPROVED

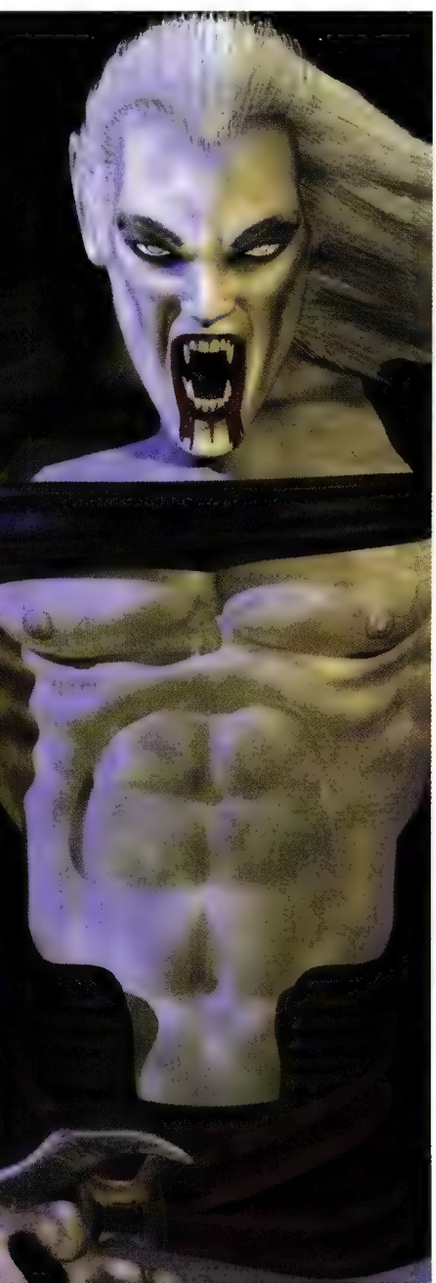
HOW IT WORKS...

Absolute PS2 is a run-down of all the UK games that PSM2 have put through the wringer. We've also included some choice import titles that might appeal to gamers with moody machines, and as an indication to what's coming to your PS2 soon.

YOUR EASY GUIDE TO PSM2'S PAST REVIEWS - UPDATED EVERY ISSUE

ABSOLUTE PS2

PSM2 reviews are *the* definitive opinion – your best friend in the game-buying minefield. Check before you, er... cheque.



ACTION-ADVENTURE

7 BLADES
Publisher> Konami
Version> PAL **Issue**> #11 — 72
An action-lead game that'll satisfy slash-em-up fiends

ALONE IN THE DARK: THE NEW NIGHTMARE
Publisher> Atari
Version> PAL **Issue**> #15 — 66
Dumps any pretensions of originality for lumpen familiarity.

BALDUR'S GATE: DARK ALLIANCE
Publisher> Virgin Interactive
Version> PAL **Issue**> #17 — 70
Fast, good-looking and addictively fun to play.

BATMAN VENGEANCE
Publisher> Ubi Soft
Version> PAL **Issue**> #17 — 48
Super-game turned super-villain thanks to daft level design.

BLADE 2
Publisher> Activision
Version> PAL **Issue**> #28 — 51
By-the-numbers hitting that doesn't capture the film

BLOOD OMEN 2
Publisher> Eidos
Version> PAL **Issue**> #22 — 79
A horror romp with great atmosphere and visuals.

BLOODRAYNE
Publisher> Vivendi Universal
Version> PAL **Issue**> #36 — 67
Stick with this one, and you'll find a half-decent adventure.

CASPER: SPIRIT DIMENSIONS
Publisher> TDK Mediactive
Version> PAL **Issue**> #22 — 48
Non-threatening junior gaming with a shiny veneer. Dull.

DARK ANGEL
Publisher> Vivendi Universal
Version> PAL **Issue**> #34 — 45
Repetitive, dull and frustrating.

DEVIL MAY CRY
Publisher> Capcom
Version> PAL **Issue**> #15 — 90
Blindingly gorgeous and cracking to play

DEVIL MAY CRY 2
Publisher> Capcom
Version> NTSC **Issue**> #33 — 72
Not as cool or as polished as the first one.

DNA: DARK NATIVE APOSTLE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 — 37
Makes you work extremely hard for very little gain.

DRAKAN: THE ANCIENTS' GATES
Publisher> Sony
Version> PAL **Issue**> #20 — 75
Cracking adventure let down by seen-it-all-before gameplay.

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE
Publisher> Sony
Version> PAL **Issue**> #18 — 52
Illogical puzzles and missions – distinctly average stuff.

EOE: EVE OF EXTINCTION
Publisher> Eidos
Version> PAL **Issue**> #22 — 71
Fun at times, but mainly boringly familiar.

EXTERMINATION
Publisher> Sony
Version> PAL **Issue**> #09 — 78
Action, gunplay and panic, despite an unoriginal story.

FELLOWSHIP OF THE RING, THE
Publisher> Vivendi Universal
Version> PAL **Issue**> #30 — 70
A half-decent attempt to do this epic tale justice.

FRANK HERBERT'S DUNE
Publisher> Cryo
Version> PAL **Issue**> #20 — 22
Remedial AI, ham-fisted controls and a terrible game.

GALERIANS: ASH
Publisher> Big Ben
Version> PAL **Issue**> #34 — 50
Little more than a prolonged, dull runabout.

GETAWAY, THE
Publisher> SCEE
Version> PAL **Issue**> #31 — 78
A fearsome achievement hampered by flawed controls.

GIANTS: CITIZEN KABUTO
Publisher> Interplay
Version> PAL **Issue**> #17 — 80
Good level design and the novelty of playing as three sides.

GRAND THEFT AUTO 3
Publisher> Take 2
Version> PAL **Issue**> #16 — 92
Amoral. And the attention to detail keeps you hooked.

GRAND THEFT AUTO: VICE CITY
Publisher> Rockstar Games
Version> PAL **Issue**> #29 — 97
BEST ACTION TITLE The best that videogaming can offer.

HARRY POTTER AND THE CHAMBER OF SECRETS
Publisher> EA
Version> PAL **Issue**> #31 — 65
A good-looking game that'll satisfy Potter fans.

HEADHUNTER
Publisher> Sony
Version> PAL **Issue**> #19 — 81
An action adventure of Hollywood proportions from Sega.

HIDDEN EMERGENCY
Publisher> Swing!
Version> PAL **Issue**> #30 — 21
The only hidden invasion on offer here is on your intelligence.

HITMAN 2: SILENT ASSASSIN
Publisher> Eidos
Version> PAL **Issue**> #28 — 89
A rock-solid, free-form adventure.

ICO
Publisher> SCEA
Version> NTSC **Issue**> #17 — 85
Strikes new ground for creative gaming. Less is more.

LARGO WINCH: EMPIRE UNDER THREAT
Publisher> Ubi Soft
Version> PAL **Issue**> #36 — 11
Smug, hateful character in vile game shocker.

LEGION: LEGEND OF EXCALIBUR
Publisher> Midway
Version> PAL **Issue**> #27 — 70
Satisfactory, if flawed – a good, solid fantasy, though.

MARK OF KRI, THE
Publisher> SCEA
Version> NTSC **Issue**> #33 — 74
A decent attempt at improving on the hack 'n' slasher.

MAX PAYNE
Publisher> Take 2
Version> PAL **Issue**> #19 — 82
Stylish, dark and violent but marred by ropey looks.

MDK2 ARMAGEDDON
Publisher> Interplay
Version> PAL **Issue**> #09 — 76
Some inventive ideas let down by basic design flaws.

MEN IN BLACK 2: ALIEN ESCAPE
Publisher> Atari
Version> PAL **Issue**> #26 — 42
A rough shoot-em-up that does nothing new.

METAL GEAR SOLID 2
Publisher> Konami
Version> PAL **Issue**> #20 — 96
Worth every bit of the hype.

METAL GEAR SOLID 2: SUBSTANCE
Publisher> Konami
Version> NTSC **Issue**> #33 — 78
Great for those who've not played *MGS1*.

MINORITY REPORT
Publisher> Activision
Version> PAL **Issue**> #31 — 60
Clever effects, but it's all over in a few hours.

MUMMY RETURNS, THE
Publisher> Vivendi
Version> PAL **Issue**> #17 — 46
Flawed controls and stilted gameplay. Not fun.

ONI
Publisher> Take 2
Version> PAL **Issue**> #07 — 62
Hi-tech combat lost in dull environments.

THE TOP 5 BEST ACTION TITLES

1 GTA: VICE CITY — 97
Publisher - Rockstar Games

Vice City has flourished under all the expectations. The music, the styling, the freedom... Nothing beats it.

2 GRAND THEFT AUTO 3 — 92
GTA3's vast scope and tiny touches are some of the most impressive on PS2. So little time, so much trouble to cause.

3 METAL GEAR SOLID 2: SUBSTANCE — 78
If you haven't got the original *MGS2*, get this. That score is a guide for those who've played the original to bits, see?

4 SPLINTER CELL — 91
The ultimate 'boys-with-toys' action adventure that makes the leap to PS2 seem effortless.

5 DEVIL MAY CRY — 90
A brilliant ad for PS2, but it lacks the long-term appeal of an all-time classic. Out now on Platinum so give it a go.

ONIMUSHA
Publisher> Capcom
Version> PAL **Issue**> #07 — 80
Survival horror with the emphasis on carnage not tension.

ONIMUSHA 2
Publisher> Capcom
Version> PAL **Issue**> #27 — 89
Great combat, beautiful effects and diverting puzzles.

OPERATION WINBACK
Publisher> KOEI
Version> NTSC **Issue**> #08 — 68
Compelling, but nowhere near *MGS2*.

POWERPUFF GIRLS, THE
Publisher> Bam! Entertainment
Version> PAL **Issue**> #31 — 29
No challenge at all, unless you're a drooling toddler.

PRIMAL
Publisher> SCEE
Version> PAL **Issue**> #33 — 79
Afternoon-stealing fun.

PRISONER OF WAR
Publisher> Codemasters
Version> PAL **Issue**> #24 — 73
Good idea and atmosphere, but slow moving.

PRYZM CHAPTER ONE: THE DARK UNICORN
Publisher> TDK
Version> PAL **Issue**> #30 — 15
We never want to play it again.

RAYMAN 3: HOODLUM HAVOC
Publisher> Ubi Soft
Version> PAL **Issue**> #34 — 80
Addictive, frustrating but invariably fun.

RESIDENT EVIL CODE: VERONICA X
Publisher> Capcom
Version> PAL **Issue**> #13 — 80
This revisit to zombie hell is familiar, but scary, stuff.

RUNE: VIKING WARLORD
Publisher> Take 2
Version> PAL **Issue**> #13 — 56
Visually inept at times, but still enough fun to interest.

RYGAR: THE LEGENDARY ADVENTURE
Publisher> Tecmo
Version> NTSC **Issue**> #33 — 78
A polished and enjoyable tale of Roman rivalry.

SHADOW OF ZORRO
Publisher> Cryo
Version> PAL **Issue**> #20 — 35
Far too clumsy to be anything that approaches fun.

SHADOW MAN: 2ECOND COMING
Publisher> Acclaim
Version> PAL **Issue**> #20 — 68
Brave, enjoyable, but ultimately flawed.

SHIFTERS
Publisher> 3DO
Version> PAL **Issue**> #24 — 40
Save your cash for *Onimusha 2*.

SHINOBI
Publisher> EA
Version> PAL **Issue**> #35 — 75
A worthy challange for any gamer.

SILENT HILL 2
Publisher> Konami
Version> PAL **Issue**> #15 — 88
This version's short, but the impact is unrivalled.

SILENT HILL 2: THE DIRECTOR'S CUT
Publisher> Konami
Version> PAL **Issue**> #33 — 89
The definitive *SH2* package

SILENT HILL 3
Publisher> Konami
Version> PAL **Issue**> #36 — 87
Lacks tension until the amazing last few hours.

SOS: THE FINAL ESCAPE
Publisher> Agetec
Version> PAL **Issue**> #33 — 81
A well-balanced, gripping and funny action adventure.

SOUL REAVER 2
Publisher> Eidos
Version> PAL **Issue**> #17 — 78
A total revamp – not fresh, but still tasty.

SPIDER-MAN: THE MOVIE
Publisher> Activision
Version> PAL **Issue**> #24 — 70
Very hard in places, but still good fun.

SPLINTER CELL
Publisher> Ubi Soft
Version> PAL **Issue**> #34 — 91
The ultimate 'boys with toys' action adventure

STAR WARS: BOUNTY HUNTER
Publisher> Activision
Version> PAL **Issue**> #31 — 62
Without the Star Wars link, you'd barely look twice.

STATE OF EMERGENCY
Publisher> Take 2
Version> PAL **Issue**> #20 — 75
Non-stop, entertaining violence that's just a bit too shallow.

SUPERMAN: SHADOW OF APOKOLIPS
Publisher> Atari
Version> PAL **Issue**> #29 — 48
Great hero, very average game.

TENCHU: WRATH OF HEAVEN
Publisher> Activision
Version> PAL **Issue**> #34 — 70
Good, but lacks attention to detail.

TERMINATOR: DAWN OF FATE
Publisher> Atari
Version> PAL **Issue**> #28 — 49
Nicks all the best ideas from other games.

THING, THE
Publisher> Vivendi
Version> PAL **Issue**> #27 — 83
A brilliant adaptation of a unique movie.

WARRIORS OF MIGHT & MAGIC
Publisher> 3DO
Version> PAL **Issue**> #09 — 24
The bad level design is only the start of many problems.

X-MEN: WOLVERINE'S REVENGE
Publisher> Activision
Version> PAL **Issue**> #36 — 75
Engrossing and addictive, but far inferior to *Splinter Cell*.

X SQUAD
Publisher> EA
Version> PAL **Issue**> #06 — 59
Average. Bland graphics and poor puzzles don't help.

ADVENTURE

ESCAPE FROM MONKEY ISLAND
Publisher> Activision
Version> PAL **Issue**> #12 — 82
Thoughtful, funny and addictively gentle.

ACTION-STRATEGY

BATTLE ENGINE AQUILA
Publisher> Atari
Version> PAL **Issue**> #31 — 78
Masterful looks, with skies full of fire.

DEFENDER
Publisher> Midway
Version> PAL **Issue**> #31 — 76
Solid, frantic and ponderous.

DROPSHIP
Publisher> Sony
Version> PAL **Issue**> #18 — 75
An explosive title with a frustrating difficulty level.

DYNASTY WARRIORS 2
Publisher> Midas
Version> PAL **Issue**> #04 — 78
Fast-paced action with excellent, but foggy, game structure.

DYNASTY WARRIORS 3
Publisher> Namco
Version> NTSC **Issue**> #20 — 71
A lack of innovation leaves this as just a decent update.

DYNASTY WARRIORS 3: XTREME LEGENDS
Publisher> Koei
Version> PAL **Issue**> #34 — 69
Haphazard AI but great mass combat.

GHOST RECON
Publisher> Ubi Soft
Version> PAL **Issue**> #30 — 65
Great tension, but slow and largely uneventful.

MYSTIC HEROES
Publisher> Koei UK
Version> PAL **Issue**> #34 — 67
Like *Dynasty Warriors* without the sharp edges.

PROJECT EDEN
Publisher> Eidos
Version> PAL **Issue**> #14 — 86
A rare combination of brains and guns – looks good, too.

REIGN OF FIRE
Publisher> Bam! Entertainment
Version> PAL **Issue**> #30 — 71
A flight sim with scales.

SOCOM: US NAVY SEALS
Publisher> SCEA
Version> NTSC **Issue**> #30 — 82
Well worth a look, but you'll need broadband...

STAR WARS: THE CLONE WARS
Publisher> Activision
Version> PAL **Issue**> #33 — 69
A shameless tie-in with a few passable moments.

ARCADE

18 WHEELER
Publisher> Acclaim
Version> PAL **Issue**> #19 — 36
Simplistic, one-dimensional and extremely dull racer.

ACTIVISION ANTHOLOGY
Publisher> Activision
Version> PAL **Issue**> #36 — 40
A miserable collection of games.

AIR RANGER RESCUE HELICOPTER
Publisher> Midas
Version> PAL **Issue**> #29 — 24
One of the most maddening games we've ever played.

CITY CRISIS
Publisher> Take 2
Version> PAL **Issue**> #16 — 62
The lack of variety extinguishes the long-term appeal.

CRAZY TAXI
Publisher> Acclaim
Version> PAL **Issue**> #10 — 80
An incredibly addictive, albeit short, arcade hoot.

GAUNTLET
Publisher> Midway
Version> PAL **Issue**> #10 — 32
Best as a multiplayer, but you'll all suffer together.

GRADIUS 3 & 4
Publisher> Konami
Version> PAL **Issue**> #02 — 29
An arcade-perfect conversion of a dull shoot-em-up.

GUNDAM: FEDERATION VS ZEON
Publisher> Atari
Version> PAL **Issue**> #29 — 39
Shallow, repetitive, tired and relentlessly tedious.

SPY HUNTER
Publisher> Midway
Version> PAL **Issue**> #14 — 79
A beautifully crafted thrill with an vast sense of style.

SILPHEED
Publisher> Working Design
Version> PAL **Issue**> #03 — 51
Burns bright to the bitter, but quickly finished, end.

BEAT-EM-UP

BARBARIAN
Publisher> Titus
Version> PAL **Issue**> #25 — 66
Fun, but basic beat-em-up. No contest for *Tekken*.

BLOODY ROAR 3
Publisher> Virgin Interactive
Version> PAL **Issue**> #11 — 79
No depth, but lots of explosions, acrobatics and fun.

CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001
Publisher> Capcom
Version> PAL **Issue**> #17 — 83
Probably the best 2D fighter ever.

DEAD OR ALIVE 2
Publisher> SCEE
Version> PAL **Issue**> #05 — 83
Comic bosoms are no substitute for two-player scraps.

DEF JAM VENDETTA
Publisher> EA
Version> PAL **Issue**> #36 — 75
A very entertaining chunk of wrestling action.

DRAGON BALL Z: BUDOKAI
Publisher> Atari
Version> PAL **Issue**> #30 — 60
Competent enough, but won't impress non-fans

GUILTY GEAR X
Publisher> Virgin Interactive
Version> PAL **Issue**> #17 — 78
Sparky, but not quite as good as *Capcom Vs SNK 2*.

GUILTY GEAR X2
Publisher> Big Ben Interactive
Version> PAL **Issue**> #35 — 84
Outrageously creative with perfectly well-balanced combat.

KENGO
Publisher> Ubi Soft
Version> PAL **Issue**> #09 — 60
This could've been something special, instead it's dull.

LORD OF THE RINGS: THE TWO TOWERS
Publisher> EA
Version> PAL **Issue**> #29 — 76
A bit simplistic and repetitive.

MARVEL VS CAPCOM 2
Publisher> Capcom
Version> PAL **Issue**> #29 — 84
Brilliant fun with a frighteningly deep fighting system.

MORTAL KOMBAT: DEADLY ALLIANCE
Publisher> Midway
Version> PAL **Issue**> #33 — 85
A big surprise and a big score.

PRIDE FC
Publisher> THQ
Version> PAL **Issue**> #34 — 75
Slightly ponderous, but impressively strategic.

ROCKY
Publisher> Rage
Version> PAL **Issue**> #29 — 84
Wins on points and nostalgia value.

SAMURAI
Publisher> Bam! Entertainment
Version> NTSC **Issue**> #25 — 74
An excellent idea, reasonably well done.

SCORPION KING, THE: RISE OF THE AKKADIAN
Publisher> Vivendi/Universal
Version> PAL **Issue**> #29 — 23
Cack-handed combat.

STREET FIGHTER EX3
Publisher> Capcom
Version> PAL **Issue**> #05 — 79
A worthwhile update of an elderly series.

SOUL CALIBUR 2
Publisher> Namco
Version> NTSC **Issue**> #36 — 92
The most intuitive beat-em-up on PS2.

TEKKEN 4
Publisher> SCEE
Version> PAL **Issue**> #27 — 90
BEST BEAT-EM-UP PS2's premier fighter.

TEKKEN TAG TOURNAMENT
Publisher> SCEE
Version> PAL **Issue**> #04 — 87
The genre-defining master of violence.

THE BOUNCER
Publisher> SCEE
Version> PAL **Issue**> #11 — 66
A passable evening's rented entertainment.

UFC: THROWDOWN
Publisher> Ubi Soft
Version> PAL **Issue**> #27 — 75
A well-realised game offering something genuinely different.

MORE REVIEWS OVER THE PAGE...

ABSOLUTE PS2

"YOUR BEST FRIEND IN THE GAME-BUYING MINEFIELD"

VIRTUA FIGHTER 4
Publisher> Sony
Version> NTSC **Issue**> #20 — 87
The most challenging fighter for ages.

VIRTUA FIGHTER 4 EVOLUTION
Publisher> Sega
Version> PAL **Issue**> #36 — 87
A much engrossing and accomplished fighter.

WAR OF THE MONSTERS
Publisher> SCEE
Version> PAL **Issue**> #34 — 69
The annoyance cancels out the fun.

WWE SMACKDOWN! SHUT YOUR MOUTH
Publisher> THQ
Version> PAL **Issue**> #29 — 82
Astounding for fans, adequate for everyone else.

WWF SMACKDOWN! JUST BRING IT
Publisher> THQ
Version> PAL **Issue**> #16 — 80
More a next-gen tweaking of *Know Your Role*.

X-MEN: NEXT DIMENSION
Publisher> Activision
Version> PAL **Issue**> #31 — 67
A heroic effort, let down by an uneven fighting system.

BEMANI

BRITNEY'S DANCE BEAT
Publisher> THQ
Version> PAL **Issue**> #24 — 58
Too hard for kids and too repetitive for the rest of us.

DANCING STAGE MEGAMIX
Publisher> Konami Europe
Version> PAL **Issue**> #36 — 85
Get the mat, clear a space and bop till you drop.

FREQUENCY
Publisher> SCEE
Version> PAL **Issue**> #23 — 83
Fast and furious button-mashing.

GITAROO MAN
Publisher> THQ
Version> PAL **Issue**> #22 — 79
Rhythm action the way it should be.

JUNGLE BOOK GROOVE PARTY
Publisher> Ubi Soft
Version> PAL **Issue**> #10 — 50
Tiny Disney fans will enjoy it, however briefly.

MAD MAESTROS
Publisher> Eidos
Version> PAL **Issue**> #22 — 70
Entertaining, but not as inventive as *Gitaroo Man*.

PARAPPA THE RAPPER 2
Publisher> Sony
Version> NTSC **Issue**> #16 — 78
Sherbet flavoured antidote to everything that's bleak on PS2.

SPACE CHANNEL 5
Publisher> Sony
Version> PAL **Issue**> #20 — 56
Stylish, sci-fi bemani with frustrating gameplay.

DRIVING

4X4 EVOLUTION
Publisher> Take 2 Interactive
Version> PAL **Issue**> #08 — 40
An essentially dull SUV racer.

4X4 EVOLUTION 2
Publisher> Take 2 Interactive
Version> PAL **Issue**> #31 — 36
A jerky, coasting monstrosity of a game.

ARCTIC THUNDER
Publisher> Midway
Version> PAL **Issue**> #16 — 58
Extremely average arcade shoot-and-race effort.

ATV OFFROAD FURY
Publisher> Sony
Version> NTSC **Issue**> #09 — 70
A pity that SCEA didn't compromise on the realism.

AUTO MODELLISTA
Publisher> Capcom
Version> NTSC **Issue**> #28 — 80
PS2's best arcade racer – but still doesn't beat *GT3*.

BEN HUR: BLOOD OF BRAVES
Publisher> Microids
Version> PAL **Issue**> #34 — 42
Good idea, badly executed.

BIG MUTHA TRUCKERS
Publisher> Empire
Version> PAL **Issue**> #31 — 79
Rootin' tootin' redneck haulage fun.

BURNOUT
Publisher> Acclaim
Version> PAL **Issue**> #15 — 88
An ideal foil to *GT3*'s smart-arsed sensibilities

BURNOUT 2: POINT OF IMPACT
Publisher> Acclaim
Version> PAL **Issue**> #28 — 91
Beautiful, emotional racing. Essential.

BUTT UGLY MARTIANS: ZOOM OR DOOM!
Publisher> Vivendi
Version> PAL **Issue**> #30 — 34
Will appeal to obsessive four-year-olds with rich parents only.

C.A.R.T. FURY
Publisher> Midway
Version> PAL **Issue**> #12 — 65
The action is pacey, but the dodgy graphics let it down.

CEL DAMAGE OVERDRIVE
Publisher> Play It
Version> PAL **Issue**> #36 — 50
Flat and messy, but hey, it's cheap.

CIRCUS MAXIMUS: CHARIOT WARS
Publisher> THQ
Version> PAL **Issue**> #25 — 55
Gimmicky racer with paper-thin novelty value.

COLIN MCRAE RALLY 3
Publisher> Codemasters
Version> PAL **Issue**> #29 — 88
McRae's long-awaited PS2 debut is a triumph.

CRASHED
Publisher> Rage
Version> PAL **Issue**> #28 — 31
Half-hearted effort that feels like a bonus section.

DAKAR 2
Publisher> Acclaim
Version> PAL **Issue**> #34 — 50
One for Clarkson-esque obsessives only.

DOWNFORCE
Publisher> Titus
Version> PAL **Issue**> #23 — 64
Adequate F1 racing, but a little too predictable.

DRIVEN
Publisher> Bam! Entertainment
Version> PAL **Issue**> #17 — 46
Dumb, vacuous, tired and shallow.

DRIVING EMOTION TYPE-S
Publisher> Squaresoft
Version> PAL **Issue**> #01 — 57
Over-realistic handling makes it damn-near unplayable.

DROME RACERS
Publisher> EA
Version> PAL **Issue**> #31 — 50
The Sunny Delight of futuristic racers.

EXTREME-G 3
Publisher> Acclaim
Version> PAL **Issue**> #13 — 60
Close, but absolutely miles away at the same time.

FERRARI F355 CHALLENGE
Publisher> SCEE
Version> PAL **Issue**> #27 — 67
A stylish effort that's just too damn hard for its own good.

FORMULA ONE 2001
Publisher> Sony
Version> PAL **Issue**> #09 — 84
A rewarding challenge for anyone willing to rise to it.

FORMULA ONE 2002
Publisher> SCEE
Version> PAL **Issue**> #29 — 68
The most complete package, let down by stupid errors.

F1 2001
Publisher> EA
Version> PAL **Issue**> #15 — 84
An accessible racer for everyone, with depth for veterans.

F1 2002
Publisher> EA
Version> PAL **Issue**> #24 — 84
One of the most accessible simulators we've seen.

F1 CHAMPIONSHIP SEASON 2000
Publisher> EA
Version> PAL **Issue**> #05 — 47
A poor quality title – basically a PSone game on PS2.

F1 RACING CHAMPIONSHIP
Publisher> Ubi Soft
Version> PAL **Issue**> #07 — 66
Fine – just don't expect too much of it.

FREEKSTYLE
Publisher> EA
Version> PAL **Issue**> #25 — 59
A pastiche of *SSX* without the originality or depth.

G-SURFERS
Publisher> Midas
Version> PAL **Issue**> #16 — 49
Spend 40 quid on a Scalextric kit instead.

GRAND PRIX CHALLENGE
Publisher> Atari
Version> PAL **Issue**> #31 — 85
A playable and beautifully realised racer.

GRAN TURISMO 3
Publisher> Sony
Version> PAL **Issue**> #13 — 93
BEST RACING TITLE Astounds and challenges.

GRAN TURISMO CONCEPT 2002 TOKYO-GENEVA
Publisher> SCEE
Version> PAL **Issue**> #25 — 79
Dumbed down version of *GT3*: short but playable.

GTC: AFRICA
Publisher> Rage
Version> PAL **Issue**> #16 — 74
Lovely to look at, but uninspiring to play.

GUMBALL 3000
Publisher> SCi
Version> PAL **Issue**> #29 — 73
Superfast road racing that's fun while it lasts.

THE TOP 5 BEST DRIVING TITLES

1 GRAN TURISMO 3 — 93
Publisher> Sony

The most compelling racing experience yet – a game you can truly sink your teeth into. Nothing can touch it. Yet.

2 BURNOUT 2: POINT OF IMPACT — 91
Beautiful, emotional racing that you *have* to play to appreciate. A classic idea, superbly implemented.

3 BURNOUT — 88
Offers the hardest, most gruelling arcade thrills this side of playing *Outrun* with a gun held up to your head

4 COLIN MCRAE RALLY 3 — 88
As well as being staggeringly realistic, *CMR3* never forgets that it's just a game – a gripping and intense marvel.

5 NEED FOR SPEED — 88
Car fetishism, adrenaline-scorched racing and a great cop chase mode in one handy package. Close to perfect.

HOTWHEELS VELOCITY X MAXIMUM JUSTICE
Publisher> THQ
Version> PAL **Issue**> #31 — 51
A pleasant enough way of spending a couple of hours.

JET ION GP
Publisher> Ubi Soft
Version> PAL **Issue**> #23 — 07
Worst PS2 game ever. 'Nuff said.

JET SKI RIDERS
Publisher> Eidos
Version> PAL **Issue**> #18 — 38
About as half as good as *Splashdown* in every respect

KNIGHT RIDER
Publisher> Koch Media
Version> PAL **Issue**> #30 — 27
An ill-conceived and painful little game.

LEGO RACERS 2
Publisher> Lego Software
Version> PAL **Issue**> #18 — 42
Simple racing for tots with some decent construction.

LE MANS 24 HOURS
Publisher> Atari
Version> PAL **Issue**> #12 — 73
Can't compete with *GT3* in an already crowded field.

LONDON RACER 2
Publisher> Ubi Soft
Version> PAL **Issue**> #30 — 23
Drive, drive... thwunk. Honestly, this is crap.

LOONY TUNES SPACE RACE
Publisher> Atari
Version> PAL **Issue**> #19 — 65
A simple game, but provides smooth thrills and giggles.

LOTUS CHALLENGE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 — 60
Cloying controls + poor racing = lacklustre experience

MARY-KATE AND ASHLEY: SWEET 16 LICENSED TO DRIVE
Publisher> Acclaim
Version> PAL **Issue**> #36 — 33
This game is utter misery.

MASTER RALLYE
Publisher> Microids
Version> PAL **Issue**> #24 — 55
Fun but flawed – it smacks of an early release.

MICRO MACHINES
Publisher> Atari
Version> PAL **Issue**> #30 — 59
A game of its time – which was about seven years ago.

MIDNIGHT CLUB
Publisher> Take 2
Version> PAL **Issue**> #03 — 72
Some nice touches that are compromised by the graphics.

MOTO GP2
Publisher> Namco
Version> PAL **Issue**> #19 — 71
Solid racing and a few extras, but no great shakes.

MOTO GP3
Publisher> SCEE
Version> PAL **Issue**> #35 — 74
Solid, good-looking racing, but lacks real depth

MX 2002
Publisher> THQ
Version> PAL **Issue**> #14 — 78
Not the fusion of racer and sim that it tries to be.

MX RIDER
Publisher> Atari
Version> PAL **Issue**> #15 — 62
An ordinary addition to an ordinary racing genre.

MX SUPERFLY
Publisher> THQ
Version> PAL **Issue**> #27 — 72
Better than *Freekstyle* – but not the best.

NEED FOR SPEED
Publisher> EA
Version> PAL **Issue**> #28 — 88
Adrenaline-scorched racing.

NY RACE
Publisher> Wanadoo
Version> PAL **Issue**> #17 — 40
Manages to enrage and bore at the same time.

PARIS-DAKAR RALLY
Publisher> Acclaim

Version> PAL **Issue**> #15 **60**
Intriguing racer with uninspired and tepid presentation.

PENNY RACERS
Publisher> Midas
Version> PAL **Issue**> #16 **43**
A bright and solid dinky racer. Cheap as well.

PRO RALLY 2002
Publisher> Ubi Soft
Version> PAL **Issue**> #22 **68**
Passable induction to rallying, but not as good as *WRC*.

RALLY CHAMPIONSHIP
Publisher> SCi
Version> PAL **Issue**> #24 **56**
An average game with the occasional bad bit.

RALLY FUSION: RACE OF CHAMPIONS
Publisher> Activision
Version> PAL **Issue**> #29 **68**
One of the better B-list rally games.

RC REVENGE PRO
Publisher> Acclaim
Version> PAL **Issue**> #04 **56**
A diverting racer that doesn't take itself too seriously.

RIDGE RACER 5
Publisher> Namco
Version> PAL **Issue**> #01 **72**
Fast, undeniably attractive and always fun to play.

RIDING SPIRITS
Publisher> Bam! Entertainment
Version> PAL **Issue**> #27 **46**
Fairly reasonable motorbike jaunt, but quite frustrating.

RUMBLE RACING
Publisher> EA
Version> PAL **Issue**> #10 **76**
Arcade-style knockabout racing at its idiotic best.

RUNABOUT 3
Publisher> Bam! Entertainment
Version> PAL **Issue**> #30 **22**
The missions are sound, but the handling's frikkin' awful.

SHOX
Publisher> EA
Version> PAL **Issue**> #28 **61**
Fails to show off enough to make it a must-have.

SMUGGLER'S RUN
Publisher> Take 2
Version> PAL **Issue**> #03 **75**
Not enough one-player depth to really engage.

SMUGGLER'S RUN 2: HOSTILE TERRITORY
Publisher> Take 2
Version> PAL **Issue**> #17 **77**
Too intense and samey.

SPEED CHALLENGE: JACQUES VILLENEUVE'S RACING VISION
Publisher> Ubi Soft
Version> PAL **Issue**> #36 **23**
Monsieur Villeneuve needs some better glasses.

SPLASHDOWN
Publisher> Atari
Version> PAL **Issue**> #16 **75**
High-adrenaline racing can't atone for the lack of innovation.

STAR WARS: SUPER BOMBAD RACING
Publisher> Activision
Version> PAL **Issue**> #11 **45**
A flawed karter despite having a diddy Darth Maul.

STUNT GP
Publisher> Titus
Version> PAL **Issue**> #16 **38**
We can't be arsed to play this again and neither will you.

STUNTMAN
Publisher> Atari
Version> PAL **Issue**> #26 **74**
Frustrating, but gripping gameplay.

SUPERCAR STREET CHALLENGE
Publisher> Activision
Version> PAL **Issue**> #18 **36**
Spend £30 on *Burnout* instead – this is a waste of time.

SUPER TRUCKS
Publisher> Jester Interactive
Version> PAL **Issue**> #22 **45**
Slow and bland – will only appeal to Super Truck fans.

TD OVERDRIVE
Publisher> Atari
Version> PAL **Issue**> #23 **64**
Fast and fun, but lacks innovation.

TEST DRIVE: OFFROAD WIDE OPEN
Publisher> Atari
Version> PAL **Issue**> #16 **44**
No originality – it's more reliant on luck than skill.

THE FLINTSTONES: VIVA ROCK VEGAS
Publisher> Swing! Entertainment
Version> PAL **Issue**> #18 **13**
Utterly rubbish.

THE SIMPSONS ROAD RAGE
Publisher> EA
Version> PAL **Issue**> #16 **76**
Feels lightweight next to *Crazy Taxi*. But great design.

TOCA RACE DRIVER
Publisher> Codemasters
Version> PAL **Issue**> #26 **82**
Stylish storytelling – but just not as good as *GT3*.

TOKYO XTREME RACER
Publisher> Ubi Soft
Version> PAL **Issue**> #13 **38**
No taunts, betting or revving up at the lights. Weak.

TOKYO ROAD RACE
Publisher> Midas
Version> PAL **Issue**> #36 **45**
A beige cardigan of a game.

TOP GEAR DARE DEVIL
Publisher> Planet
Version> PAL **Issue**> #04 **62**
Like an attractive 3D *Pac-Man*, only in small cars.

TOTAL IMMERSION RACING
Publisher> Empire Interactive
Version> PAL **Issue**> #31 **74**
A well-executed, albeit less in-depth, *GT3* substitute.

USA RACER
Publisher> Davilex
Version> PAL **Issue**> #36 **37**
Driving at its most tepid.

V-RALLY 3
Publisher> Atari
Version> PAL **Issue**> #24 **81**
A solid satisfying racer.

WACKY RACES
Publisher> Atari
Version> PAL **Issue**> #11 **63**
Looks nice, but let down by some really annoying flaws.

WILD WILD RACING
Publisher> Rage
Version> PAL **Issue**> #03 **71**
Frustrating controls make this an exasperating ride.

WIPEOUT FUSION
Publisher> Sony
Version> PAL **Issue**> #19 **73**
Other killer apps on PS2 relegate this to a shiny sequel.

WORLD RALLY CHAMPIONSHIP
Publisher> SCEE
Version> PAL **Issue**> #17 **87**
Looks ace and handles brilliantly.

WORLD RALLY CHAMPIONSHIP 2 EXTREME
Publisher> SCEE
Version> PAL **Issue**> #29 **85**
One for true enthusiasts and no-one else.

WRECKLESS: THE YAKUZA MISSIONS
Publisher> Activision
Version> PAL **Issue**> #30 **38**
Brainless, loud and daft.

XTREME EXPRESS
Publisher> Midas
Version> PAL **Issue**> #29 **60**
Bizarre and original enough to warrant 15 quid.

FIRST-PERSON SHOOTER

DEUS EX: THE CONSPIRACY
Publisher> Eidos
Version> PAL **Issue**> #22 **88**
Clever, pacey and plot-heavy. Most detailed FPS yet.

HALF-LIFE
Publisher> Vivendi
Version> PAL **Issue**> #16 **90**
If you've not played it on PC it's a must.

JAMES BOND 007 IN... AGENT UNDER FIRE
Publisher> EA
Version> PAL **Issue**> #17 **88**
Every element thrown in so fast you can't help but enjoy it.

JAMES BOND 007 IN... NIGHTFIRE
Publisher> EA
Version> PAL **Issue**> #30 **78**
Agent Under Fire reheated

KING'S FIELD: THE ANCIENT CITY
Publisher> Metro3D Inc.
Version> PAL **Issue**> #24 **54**
Moody and incompetent RPG – only for hardcore fans.

MEDAL OF HONOR: FRONTLINE
Publisher> EA
Version> PAL **Issue**> #23 **89**
A supremely atmospheric and absorbing experience.

QUAKE 3 REVOLUTION
Publisher> Bullfrog
Version> PAL **Issue**> #08 **85**
Bridging the gap where *Unreal* ends and *TimeSplitters* begins.

RED FACTION
Publisher> THQ
Version> PAL **Issue**> #11 **88**
An entertaining action adventure that's not without flaws.

RED FACTION 2
Publisher> THQ
Version> PAL **Issue**> #29 **85**
An enjoyably brainless, highly destructive romp.

RESIDENT EVIL SURVIVOR 2 CODE: VERONICA
Publisher> Capcom
Version> PAL **Issue**> #20 **41**
Slow, tedious and about as chilling as a week-old kitten.

SOLDIER OF FORTUNE: GOLD EDITION
Publisher> Codemasters
Version> PAL **Issue**> #23 **64**
A PC port that's a fraction of the game it should be.

STAR TREK VOYAGER: ELITE FORCE
Publisher> Codemasters
Version> PAL **Issue**> #23 **75**
Frayed around the edges, but it plays tightly enough.

SUM OF ALL FEARS, THE
Publisher> Ubi Soft
Version> PAL **Issue**> #29 **57**
Repetitive, short and unimaginative.

TIMESPLITTERS
Publisher> Eidos
Version> PAL **Issue**> #04 **86**
Great multiplayer, challenges and Level Editor.

TIMESPLITTERS 2
Publisher> Eidos
Version> PAL **Issue**> #28 **95**
BEST FPS TITLE Zen-balanced gameplay.

TUROK EVOLUTION
Publisher> Acclaim
Version> PAL **Issue**> #27 **71**
A conventional shooter that replicates rather than innovates.

UNREAL TOURNAMENT
Publisher> Atari
Version> PAL Issue> #07 **82**
Excellent single-player mode. Fails badly in multiplayer.

FLIGHT SIM

ACE COMBAT 4: SHATTERED SKIES
Publisher> Namco
Version> NTSC **Issue**> #17 **80**
Superb in places with some genuinely thrilling moments.

AIR RANGER: RESCUE HELICOPTER
Publisher> Midas
Version> PAL **Issue**> #36 **26**
Feeble, do-good helicopter sim.

CHOPLIFTER: CRISIS SHIELD
Publisher> Xicat Interactive
Version> PAL **Issue**> #35 **85**
Ill-balanced, stressful, throwaway gaming.

DRAGON RAGE
Publisher> 3DO
Version> PAL **Issue**> #23 **43**
Uninspiring, prosaic and lifeless.

LETHAL SKIES
Publisher> THQ
Version> PAL **Issue**> #27 **63**
More Fökker than F14 – this flawed flier fails to take off.

RC SPORTS COPTER CHALLENGE
Publisher> Xicat Interactive
Version> PAL **Issue**> #29 **36**
About as much fun as pulling your eyelashes out.

SKY ODYSSEY
Publisher> SCEE
Version> PAL **Issue**> #08 **79**
Hugely addictive with a real sensation of flight. Chilled.

MECH

ARMORED CORE 2
Publisher> Ubi Soft
Version> PAL **Issue**> #06 **54**
Awkward controls, tiny arenas and spiteful difficulty.

ARMORED CORE 2: ANOTHER AGE
Publisher> Metro
Version> PAL **Issue**> #24 **56**
Bigger does not mean better – there's just more flaws.

GUN GRIFFON BLAZE
Publisher> Virgin
Version> PAL **Issue**> #06 **70**
Big respect from us

RING OF RED
Publisher> Konami
Version> PAL **Issue**> #10 **74**
Lush battles and loads of strategy – a bit like chess.

ROBOTECH: BATTLECRY
Publisher> TDK Mediactive
Version> PAL **Issue**> #30 **69**
Possibly the best-looking cartoon robot game out there

ROBOT WARLORDS
Publisher> Midas Interactive
Version> PAL **Issue**> #08 **46**
A derivative title that's very average.

ROBOT WARS: ARENAS OF DESTRUCTION
Publisher> BBC
Version> PAL **Issue**> #16 **63**
Panic action that'll leave you grinning.

ZONE OF THE ENDERS
Publisher> Konami
Version> PAL **Issue**> #07 **84**
BEST MECH TITLE Short, but intense battling action.

PLATFORMER

APE ESCAPE 2
Publisher> SCEI
Version> NTSC **Issue**> #30 **80**
Exactly like the original, only bigger and more attractive.

CASTLEWEEN
Publisher> Wanadoo
Version> PAL **Issue**> #30 **45**
You won't hate it, but it's too terrifyingly ordinary to buy.

CRASH BANDICOOT: THE WRATH OF CORTEX
Publisher> Vivendi
Version> PAL **Issue**> #17 **66**
Next-gen reworking of Crash's 32-bit past glories.

MORE REVIEWS OVER THE PAGE...

DISNEY'S DINOSAUR — 35
Publisher> Ubi Soft
Version> PAL **Issue**> #05
A lame game launched on the back of a successful film.

DISNEY'S STITCH: EXPERIMENT 626 — 64
Publisher> Disney
Version> PAL **Issue**> #27
A capable and enjoyable platformer. If you're six.

DONALD DUCK PK — 64
Publisher> Ubi Soft
Version> PAL **Issue**> #30
Not quite the turkey we expected.

DONALD DUCK: QUACK ATTACK — 29
Publisher> Ubi Soft
Version> PAL **Issue**> #06
Stunningly basic and enormously dull... even for kids.

DR MUTO — 59
Publisher> Midway
Version> PAL **Issue**> #33
A valid attempt, but not a patch on *R&C*.

EVIL TWIN: CYPRIEN'S CHRONICLES — 30
Publisher> Ubi Soft
Version> PAL **Issue**> #19
Commits every platform sin and the plot's baffling.

FREAK OUT — 79
Publisher> Swing! AG Media
Version> PAL **Issue**> #13
Nearly a classic – but repetitive with a short lifespan.

FROGGER — 25
Publisher> KCEA
Version> PAL **Issue**> #22
For easily impressed children only.

GIFT — 51
Publisher> Acclaim
Version> PAL **Issue**> #12
More playable and less 'weird' would've helped.

HAVEN: CALL OF THE KING — 81
Publisher> Midway
Version> PAL **Issue**> #29
Excellent ideas in need of some pruning.

ISLAND EXTREME STUNTS — 65
Publisher> SCEE
Version> PAL **Issue**> #33
Finally – a game that's both For Children and Pretty Good.

JAK & DAXTER — 85
Publisher> Sony
Version> PAL **Issue**> #18
Massive, gently enthralling and fun.

KLONOA 2 — 73
Publisher> Namco
Version> PAL **Issue**> #10
Visually beautiful with well-machined gameplay.

MAXIMO — 84
Publisher> Konami
Version> PAL **Issue**> #20
Ace for hardcore gamers, but very tricky in places.

MONSTERS, INC. — 41
Publisher> Sony
Version> PAL **Issue**> #19
Cunning use of cutscenes doesn't make a decent game.

PAC-MAN WORLD 2 — 75
Publisher> SCEE
Version> PAL **Issue**> #33
Good platforming, but Pac's yesterday's man.

PETER PAN: LEGEND OF NEVERLAND — 50
Publisher> Sony
Version> PAL **Issue**> #20
A decent adventure for pre-school sprogs.

PORTAL RUNNER — 55
Publisher> 3DO
Version> PAL **Issue**> #16
Masks solid platforming behind unbalanced level design.

RATCHET & CLANK — 91
Publisher> SCEE
Version> PAL **Issue**> #29
BEST PLATFORMER A labour of love on every crafted level.

RAYMAN — 48
Publisher> Ubi Soft
Version> PAL **Issue**> #18
A blend of racer/platform/shooter, and a right mess, too.

RAYMAN REVOLUTION — 68
Publisher> Ubi Soft
Version> PAL **Issue**> #05
The characters are for kids, the gameplay's for adults.

SCOOBY-DOO: NIGHT OF 100 FRIGHTS — 64
Publisher> THQ
Version> PAL **Issue**> #25
Competently designed, by-the-numbers platforming.

SLY RACCOON — 80
Publisher> SCEE
Version> PAL **Issue**> #31
Beautifully cel-shaded thief-em-up.

SPYRO: ENTER THE DRAGONFLY — 68
Publisher> Universal Interactive
Version> PAL **Issue**> #30
A breezy, traditional platformer.

TAZ: WANTED — 70
Publisher> Atari
Version> PAL **Issue**> #28
Great fun for a quick platforming fix.

TREASURE PLANET — 75
Publisher> Sony
Version> PAL **Issue**> #29
Not that polished, but not a decision you'd regret.

TY THE TASMANIAN TIGER — 50
Publisher> EA
Version> PAL **Issue**> #29
Made with the most soulless corporate agenda in the world.

VEXX — 73
Publisher> Acclaim Entertainment
Version> PAL **Issue**> #34
Challenging, but bogged down with petty nuances.

WOODY WOODPECKER: ESCAPE FROM BUZZ BUZZARD'S PARK — 49
Publisher> Cryo
Version> PAL **Issue**> #30
Another squiffy cel-shaded platformer.

PUZZLE

AQUA AQUA — 71
Publisher> SCI
Version> PAL **Issue**> #04
A solid, if slightly small, puzzler.

EGGO MANIA — 40
Publisher> Kemco
Version> PAL **Issue**> #27
Pointless reshuffle of the old puzzle-game mainstays.

FANTAVISION — 85
Publisher> SCEE
Version> PAL **Issue**> #01
BEST PUZZLE TITLE It lacks variety, but it's fabulous fun.

KURI KURI MIX — 78
Publisher> Empire Interactive
Version> PAL **Issue**> #10
Proves that puzzlers don't have to be about blocks.

MR MOSKEETO — 52
Publisher> Eidos
Version> PAL **Issue**> #22
Odd, boring and average. More strange than fun.

SHREK SUPER PARTY — 58
Publisher> TDK Mediactive
Version> PAL **Issue**> #33
Fine – with lots of friends and lots of alcohol.

SUPER BUST-A-MOVE — 78
Publisher> Acclaim
Version> PAL **Issue**> #04
Little more than a buffing up of the classic game.

TETRIS WORLDS — 32
Publisher> THQ
Version> PAL **Issue**> #23
Pointless fingering of an old-skool puzzler

THE WEAKEST LINK — 60
Publisher> Activision
Version> PAL **Issue**> #16
Stinks of quality and does the job properly

WHO WANTS TO BE A MILLIONAIRE 2 — 53
Publisher> Eidos
Version> PA... **Issue**> #17
If you're having a crap party then rent this.

RPG

DARK CLOUD — 81
Publisher> Sony
Version> PAL **Issue**> #11
Manages to mould RPGs into something refreshing.

EPHEMERAL FANTASIA — 80
Publisher> Konami
Version> PAL **Issue**> #12
Smells of entertainment rather than drudgery.

EVERBLUE — 51
Publisher> Capcom
Version> PAL **Issue**> #24
There's no excitement here at all. Put that cash away.

EVERBLUE 2 — 56
Publisher> Capcom Eurosoft
Version> PAL **Issue**> #34
Strangely compelling but not exactly exciting.

ETERNAL RING — 35
Publisher> Agetec
Version> PAL **Issue**> #02
An uninspired, sluggish RPG. Very poor.

FINAL FANTASY 10 — 91
Publisher> SCEE
Version> PAL **Issue**> #23
BEST RPG The game that all the others want to be.

FINAL FANTASY 10-2 — 83
Publisher> TBC
Version> NTSC **Issue**> #36
Smart and good looking, but not as compelling as *FF10*.

GRANDIA 2 — 45
Publisher> Ubi Soft
Version> PAL **Issue**> #23
Dated and dire. The combat system is utterly wasted.

THE TOP 5 BEST SHOOT-EM-UP TITLES

1 FUR FIGHTERS — 86
Publisher> Acclaim

Absolutely rammed with humour, stuff to do and plenty of extras. Why can't more games be like this?

2 STAR WARS: STARFIGHTER — 85
Atmospheric, exciting and full of explosions – *Starfighter*'s everything a *Star Wars* game should be. Out on Platinum.

3 STAR WARS: JEDI STARFIGHTER — 80
An accomplished and attractive plot-driven shoot-em-up that's engaging, intuitive and bloody good fun to play.

4 TWISTED METAL: BLACK — 80
Fast, frenetic and a real puller. We like the way *Twisted Metal: Black*'s addictively sick carnage plays.

5 TIME CRISIS 2 — 78
A fantastic coin-op conversion that eclipses the original. Shooting things is as much fun as it ever was.

JADE COCOON 2 — 70
Publisher> Ubi Soft
Version> PAL **Issue**> #22
Solid-enough critter-battling gameplay.

KINGDOM HEARTS — 88
Publisher> SCEE
Version> PAL **Issue**> #29
Instantly accessible and beautifully realised.

LEGAIA 2: DUEL SAGA — 59
Publisher> Eidos
Version> PAL **Issue**> #28
Attempts to put a new spin on the RPG, but falls short.

ORPHEN — 56
Publisher> Activision
Version> PAL **Issue**> #04
A brash attempt to defy RPG with facile gameplay.

SHADOW OF MEMORIES — 80
Publisher> Konami
Version> PAL **Issue**> #06
Play through it a few times to really appreciate it.

SUMMONER — 70
Publisher> THQ
Version> PAL **Issue**> #07
A game with massive aspirations.

SUMMONER 2 — 73
Publisher> THQ
Version> PAL **Issue**> #29
Usurps the original, but not much inspiration or invention.

WILD ARMS 3 — 71
Publisher> Ubi Soft
Version> PAL **Issue**> #33
Surprisingly non-plodding and punchy for a role player.

SHOOT-EM-UP

ARMY MEN AIR ATTACK: BLADE'S REVENGE — 47
Publisher> 3DO
Version> PAL **Issue**> #11
Encouraging, but looks terrible and it's very linear.

ARMY MEN: GREEN ROGUE — 18
Publisher> 3DO
Version> PAL **Issue**> #11
Repetitive, flawed and utterly lamentable. Don't bother.

ARMY MEN: SARGE'S HEROES 2 — 40
Publisher> 3DO
Version> PAL **Issue**> #09
A lazy banged-together rehash of established concepts.

CONTRA: SHATTERED SOLDIER — 52
Publisher> Konami Europe
Version> PAL **Issue**> #33
It's a classic... but then so was *Warlords of Atlantis*.

DINO STALKER — 58
Publisher> Capcom
Version> PAL **Issue**> #26
Capcom's best lightgun game yet, but still too lumbering.

ENDGAME — 49
Publisher> Empire
Version> PAL **Issue**> #25
Hackneyed lightgun game with no replay value.

FIREBLADE — 68
Publisher> Midway
Version> PAL **Issue**> #24
Thrilling early on, but slack gameplay in stealth mode.

FUR FIGHTERS — 86
Publisher> Acclaim
Version> PAL **Issue**> #10
BEST SHOOT-EM-UP Lots of stuff to do, humour and extras.

GUNFIGHTER 2: REVENGE OF JESSE JAMES — 40
Publisher> Ubi Soft
Version> PAL **Issue**> #35
Riddled with flaws and boring to boot.

GUNGRAVE — 68
Publisher> Activision
Version> PAL **Issue**> #30
Big fun, but tiny, *tiny* gameplay.

IRON ACES 2 — 17
Publisher> Xicat Interactive
Version> PAL **Issue**> #20
A confusing travesty that looks absolutely terrible.

MOTOR MAYHEM — 63
Publisher> Atari
Version> PAL **Issue**> #15
Dumb knockabout fun – like a diet version of *Twisted Metal*.

NINJA ASSAULT
Publisher> SCEE
Version> PAL **Issue**> #27 — 68
Entertaining enough, but comes up short everywhere.

POLAROID PETE
Publisher> JVC
Version> PAL **Issue**> #18 — 35
A bizarre scrolling 2D snapper that lacks any substance.

POLICE 24/7
Publisher> Konami
Version> PAL **Issue**> #19 — 49
Only a pathetic 14 minutes long in Story mode.

REZ
Publisher> Sony
Version> PAL **Issue**> #18 — 66
Clever, but not half as innovative as it thinks it is.

SILENT SCOPE 2
Publisher> Konami
Version> PAL **Issue**> #16 — 67
After an evening with this you'll have had your fill.

SILENT SCOPE 3
Publisher> Konami
Version> PAL **Issue**> #31 — 54
We completed this in four hours. *Four hours.*

STAR WARS: JEDI STARFIGHTER
Publisher> Activision
Version> PAL **Issue**> #22 — 80
Accomplished, attractive, plot-driven and bloody good fun.

STAR WARS: STARFIGHTER
Publisher> Activision
Version> PAL **Issue**> #09 — 85
Atmospheric, exciting, and full of explosions.

SUB REBELLION/UNDERWATER UNIT
Publisher> Irem
Version> NTSC **Issue**> #25 — 62
Attractive and playable aquatic combat.

TIME CRISIS 2
Publisher> Sony
Version> PAL **Issue**> #16 — 78
A fantastic coin-op conversion

THUNDERHAWK: OPERATION PHOENIX
Publisher> Eidos
Version> PAL **Issue**> #14 — 70
An explosive charge into occupied territory.

TOP GUN: COMBAT ZONE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 — 67
Limited, low-level mission structure.

TWIN CALIBER
Publisher> Rage
Version> PAL **Issue**> #28 — 32
Nice idea, poorly handled.

TWISTED METAL: BLACK
Publisher> Sony
Version> PAL **Issue**> #13 — 80
Fast and frenetic – we like the way this sick carnage plays.

VIRTUA COP: ELITE EDITION
Publisher> Acclaim
Version> PAL **Issue**> #30 — 44
Looks as tired as it plays.

WDL THUNDER TANKS
Publisher> 3DO
Version> PAL **Issue**> #06 — 69
It's basic and linear, but get into it and it's surprisingly fun.

WDL WAR JETZ
Publisher> 3DO
Version> PAL **Issue**> #11 — 29
Halliwell-thin and totally inadequate gameplay.

SIM

ALEX FERGUSON'S PLAYER MANAGER
Publisher> 3DO
Version> PAL **Issue**> #15 — 65
Thorough and insightful, but could get up your nose.

JURASSIC PARK: OPERATION GENESIS
Publisher> Vivendi
Version> PAL **Issue**> #34 — 61
Classy but short-lived.

LMA MANAGER
Publisher> Codemasters
Version> PAL **Issue**> #22 — 86
The best football management sim you can get for PS2.

LMA MANAGER 2003
Publisher> Codemasters
Version> PAL **Issue**> #29 — 84
Fabulously well implemented and easy to grasp.

PREMIER MANAGER
Publisher> Zoo Digital Publishing
Version> PAL **Issue**> #31 — 80
A stress-free introduction to football management.

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue**> #05 — 68
Capable of running itself without any help from you.

SIMS, THE
Publisher> EA
Version> PAL **Issue**> #31 — 85
Genuine effort has been put into the conversion.

SPORT

2002 FIFA WORLD CUP
Publisher> EA
Version> PAL **Issue**> #22 — 71
Nearly great but too much focus on individual flair.

AGGRESSIVE INLINE
Publisher> Acclaim
Version> PAL **Issue**> #24 — 83
Very entertaining. Almost a contender to the *Hawk* crown.

AIRBLADE
Publisher> Sony
Version> PAL **Issue**> #16 — 77
Not deep enough to offer limitless trick potential

ALL-STAR BASEBALL 2002
Publisher> Acclaim
Version> PAL **Issue**> #10 — 72
A quality two-player game of hardball.

ALL-STAR BASEBALL 2003
Publisher> Acclaim
Version> PAL **Issue**> #23 — 74
Impressive gameplay, but a little pedestrian.

ALL-STAR BASEBALL 2004
Publisher> Acclaim
Version> PAL **Issue**> #35 — 67
2004 could have just as much fun without your participation.

ALPINE RACER 3
Publisher> SCEE
Version> PAL **Issue**> #31 — 31
An utterly pointless release.

ATV QUAD POWER RACING 2
Publisher> Acclaim
Version> PAL **Issue**> #33 — 68
A fine effort, but similar to many older racers

BASS STRIKE
Publisher> THQ
Version> PAL **Issue**> #18 — 64
A bit ropey looking and retro but competent.

BMX XXX
Publisher> Acclaim
Version> PAL **Issue**> #30 — 58
Good core gameplay lost in a treacle of humourless smut.

CENTRE COURT: HARD HITTER
Publisher> Midas
Version> PAL **Issue**> #19 — 62
Poor one-player – the four-player is ace, though.

CENTRE COURT: HARD HITTER 2
Publisher> Midas
Version> PAL **Issue**> #33 — 62
Underwhelming and flawed.

CRICKET 2002
Publisher> EA
Version> PAL **Issue**> #18 — 41
A ham-fisted effort that's rotten to look at and to play.

DAVE MIRRA FREESTYLE BMX 2
Publisher> Acclaim
Version> PAL **Issue**> #14 — 76
Bugs aside, this still has some impressive moves on PS2.

DAVID BECKHAM SOCCER
Publisher> Rage
Version> PAL **Issue**> #24 — 24
A tragic attempt at a footie game. Barely playable

THE TOP 5 BEST FOOTY TITLES

1 PRO EVOLUTION SOCCER 2 — 94
Publisher> Konami

Despite it receiving a fraction less than its predecessor, if you don't own *Pro Evo*, get this first...

2 FIFA 2003 — 81
Cast aside your preconceptions – *FIFA 2003* is *finally* a contender, and makes for a refreshing alternative

3 RED CARD — 80
Hovers on greatness, but can't last the full 90 minutes. Nice if you haven't got the attention span for proper footy.

4 ISS 3 — 78
The 'arcade' version of *Pro Evo* delivers a competent game of knockabout football – *FIFA* ultimately wins out though...

5 THIS IS FOOTBALL 2003 — 74
Plays a solid, dependable workman-like game of footy, with a vast amount of competitions and leagues

ESPN NBA 2NIGHT
Publisher> Konami
Version> PAL **Issue**> #07 — 59
Solid, but let down by unforgivable graphical glitches.

ESPN NBA 2NIGHT 2002
Publisher> Konami
Version> PAL **Issue**> #24 — 72
Great graphics, but it still lags behind the NBA series.

ESPN INTERNATIONAL TRACK & FIELD
Publisher> Konami
Version> PAL **Issue**> #04 — 63
A jolt of bemani can't save it from looking tired.

ESPN INTERNATIONAL WINTER SPORTS
Publisher> Konami
Version> PAL **Issue**> #20 — 55
Immaculate presentation but lacks any variety.

ESPN NATIONAL HOCKEY NIGHT
Publisher> Konami
Version> PAL **Issue**> #09 — 68
Bang up-to-date. Marred by a reliance on character stats.

ESPN X GAMES SKATEBOARDING
Publisher> Konami
Version> PAL **Issue**> #15 — 62
A flawed compromise of reality and fantasy.

ESPN WINTER X GAMES SNOWBOARDING
Publisher> Konami
Version> PAL **Issue**> #04 — 70
The unforgiving learning curve may put the curious off.

ESPN WINTER X GAMES SNOWBOARDING 2
Publisher> Konami
Version> PAL **Issue**> #20 — 69
The authenticity's admirable, but the poor Career mode isn't.

EVOLUTION SKATEBOARDING
Publisher> Konami
Version> PAL **Issue**> #33 — 54
Another average game made marginally worse.

EVOLUTION SNOWBOARDING
Publisher> Konami
Version> PAL **Issue**> #33 — 43
A bad idea, poorly executed.

FIFA 2002
Publisher> EA
Version> PAL **Issue**> #16 — 69
Flawed play and patchy presentation.

FIFA 2003
Publisher> EA
Version> PAL **Issue**> #29 — 81
A refreshing alternative, and a huge improvement.

FOOTBALL MANIA
Publisher> Silicon Dreams/EA
Version> PAL **Issue**> #29 — 49
Nowhere near as much fun as it appears.

G1 JOCKEY
Publisher> THQ
Version> PAL **Issue**> #22 — 39
Joyless horse racing sim, without polish or imagination.

G1 JOCKEY 3
Publisher> Koei UK
Version> PAL **Issue**> #34 — 43
For horse loving number crunchers only.

GO GO GOLF
Publisher> Midas
Version> PAL **Issue**> #36 — 15
Try chasing trains, it's much more fun.

GRAVITY GAMES BIKE: STREET. VERT. DIRT.
Publisher> Midway
Version> PAL **Issue**> #28 — 48
Too hard, too restrictive and not enough initiative.

HIGH HEAT MAJOR LEAGUE BASEBALL 2003
Publisher> 3DO
Version> PAL **Issue**> #24 — 71
An arcadey alternative to *All-Star.*

INTERNATIONAL CUE CLUB
Publisher> Midas Interactive
Version> PAL **Issue**> #24 — 56
No PS2 magic here, but at £15 a pop, who cares?

INTERNATIONAL LEAGUE SOCCER
Publisher> Eon
Version> PAL **Issue**> #12 — 07
A rubbish game, repackaged and aimed at young fans

ISS2
Publisher> Konami
Version> PAL **Issue**> #22 — 55
Full of promise, but delivers a poor performance.

ISS3
Publisher> Konami
Version> PAL **Issue**> #34 — 78
A great little game of football.

JONNY MOSELEY MAD TRIX
Publisher> 3DO
Version> PAL **Issue**> #20 — 38
About as mad as a pair of brown brogues. Very dull.

KELLY SLATER'S PRO SURFER
Publisher> Activision
Version> PAL **Issue**> #28 — 75
Slickly-produced, hard-working water-borne fun.

KNOCKOUT KINGS 2001
Publisher> EA
Version> PAL **Issue**> #07 — 79
Compromised by some nasty graphical glitches.

LAKEMASTERS EX
Publisher> Midas Games
Version> PAL **Issue**> #22 — 36
Half the price of *Bass Strike*, and half the game as well.

LEGENDS OF WRESTLING
Publisher> Acclaim
Version> PAL **Issue**> #18 — 71
For veteran 'smart marks' – fantastic. A worthwhile effort.

LEGENDS OF WRESTLING 2
Publisher> Acclaim
Version> PAL **Issue**> #33 — 68
One for hardcore wrestling fans only.

LE TOUR DE FRANCE
Publisher> Konami
Version> PAL **Issue**> #23 — 75
Engaging, but not to everyone's taste.

MADDEN NFL 2002
Publisher> EA
Version> PAL **Issue**> #15 — 87
If you own *Madden 2001*, it's definitely time for a trade-in.

MORE REVIEWS OVER THE PAGE...

ABSOLUTE PS2

"YOUR BEST FRIEND IN THE GAME-BUYING MINEFIELD"

MADDEN 2003
Publisher> EA
Version> PAL **Issue>** #28 — **88**
A lesson in how to make the definitive sports simulation

MIKE TYSON HEAVYWEIGHT BOXING
Publisher> Codemasters
Version> PAL **Issue>** #23 — **61**
No match for *Knockout*.

MR GOLF
Publisher> Midas Games
Version> PAL **Issue>** #34 — **56**
Stranded between adult depth and childish glee.

NBA 2K3
Publisher> Atari
Version> PAL **Issue>** #35 — **70**
Intelligent and sophisticated b-ball sim.

NBA LIVE 2001
Publisher> EA
Version> PAL **Issue>** #07 — **72**
A mostly successful translation.

NBA LIVE 2002
Publisher> EA
Version> PAL **Issue>** #17 — **70**
Legible tattoos don't enhance a simple roster update.

NBA LIVE 2003
Publisher> EA
Version> PAL **Issue>** #31 — **82**
Not perfect, but going in the right direction.

NBA HOOPZ
Publisher> Midway
Version> PAL Issue> #07 — **70**
As fun as the *NBA Jam* series ever was.

NBA STREET
Publisher> EA
Version> PAL **Issue>** #11 — **74**
A funky take on basketball that's hard-hitting instant fun.

NBA STREET VOL.2
Publisher> EA
Version> PAL **Issue>** #35 — **85**
Basketball – but without the rules!

NEXT GENERATION TENNIS
Publisher> Wanadoo
Version> PAL **Issue>** #25 — **61**
Not the greatest tennis game ever, and hard work.

NFL 2K3
Publisher> Atari
Version> PAL **Issue>** #35 — **78**
Accomplished, but perhaps a little difficult for casual gamers.

NHL 2002
Publisher> EA
Version> PAL **Issue>** #15 — **70**
The gameplay's tight and the visors shiny

NHL 2003
Publisher> EA
Version> PAL **Issue>** #28 — **69**
No spark, not much fun.

NHL HITZ 2002
Publisher> Midway
Version> PAL **Issue>** #16 — **72**
A belting title that transcends its steep learning curve.

NHL HITZ 2003
Publisher> Midway
Version> PAL **Issue>** #28 — **80**
A solid-hitting hockey game

POOL MASTER
Publisher> Take 2
Version> PAL **Issue>** #05 — **45**
Skimps in the areas it should be concentrating on.

PRO EVOLUTION SOCCER
Publisher> Konami
Version> PAL **Issue>** #16 — **95**
LIKE FOOTY? GET THIS Faultless footy. Crap commentary.

PRO EVOLUTION SOCCER 2
Publisher> Konami
Version> PAL **Issue>** #29 — **94**
Konami retain the footy crown.

READY 2 RUMBLE: ROUND 2
Publisher> Midway
Version> PAL **Issue>** #04 — **82**
Boxing that looks good and makes you laugh.

RED CARD
Publisher> Midway
Version> PAL **Issue>** #23 — **80**
Arcade-paced action – not as good as *Pro Evolution*.

RUGBY
Publisher> EA
Version> PAL **Issue>** #10 — **80**
A damn fine – if a little simple at times – game of rugby.

SALT LAKE 2002
Publisher> Eidos
Version> PAL **Issue>** #19 — **39**
None of the punch of an arcader or the substance of a sim.

SEGA BASS FISHING DUEL
Publisher> Acclaim
Version> PAL **Issue>** #33 — **55**
Shallow, dull and humourless.

SEGA SOCCER SLAM
Publisher> Atari
Version> PAL **Issue>** #30 — **36**
A lazy attempt at 'fun' footy.

SHAUN PALMER'S PRO SNOWBOARDER
Publisher> Activision
Version> PAL **Issue>** #18 — **35**
Lacks the flair and playability of both *Tricky* and *THPS3*.

SIMPSONS SKATEBOARDING, THE
Publisher> EA
Version> PAL **Issue>** #33 — **09**
Worst. Game. Everrr. Nearly.

SMASH COURT TENNIS: PRO TOURNAMENT
Publisher> SCEE
Version> PAL **Issue>** #23 — **87**
Up there with the best sports titles on PS2.

SLAM TENNIS
Publisher> Atari
Version> PAL **Issue>** #25 — **77**
Smart arcade-style tennis sim – similar to *Virtua Tennis*.

SSX TRICKY
Publisher> EA
Version> PAL **Issue>** #16 — **95**
Very cool. Compulsive gameplay and riotous effects

STREET HOOPS
Publisher> Activision
Version> PAL **Issue>** #28 — **64**
Gameplay imbalance turns this into a B-ball also-ran.

SVEN-GORAN ERIKSSON'S WORLD CUP CHALLENGE
Publisher> 3DO
Version> PAL **Issue>** #26 — **08**
An absolute shocker.

THE TOP 5 BEST EXTREME SPORT TITLES

1 TONY HAWK'S PRO SKATER 4
Publisher> Activision

Despite not having the impact of *Pro Skater 3* when it arrived, we suggest you get this updated version first... **94**

2 TONY HAWK'S PRO SKATER 3 — 96
Out now on Platinum – which is why we're continuing to recommend it here. It's a divinely pitched challenge. Get it in.

3 SSX TRICKY — 95
Edgy, funky, cool – outrageously compulsive gameplay and riotous effects slam *SSX* to the precipice of perfection.

4 AGGRESSIVE INLINE — 83
Huge, entertaining and engrossing – a bit more shine could have made this a real contender to the *Hawk* crown.

5 AIRBLADE — 77
Frustrating, but fun. More attention to the Story mode could have made this the *Driver* to *THPS*'s *Gran Turismo*.

SWING AWAY GOLF
Publisher> EA
Version> PAL **Issue>** #05 — **70**
A round of golf with ludicrous cartoon characters.

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue>** #05 — **68**
Capable of running itself without any help from you.

THIS IS FOOTBALL 2002
Publisher> Sony
Version> PAL **Issue>** #14 — **71**
Deceptive playability with some excellent detailing.

THIS IS FOOTBALL 2003
Publisher> Sony
Version> PAL **Issue>** #28 — **74**
Reasonable footy game, but an excellent player-manager.

TIGER WOODS PGA TOUR 2001
Publisher> EA
Version> PAL **Issue>** #08 — **72**
It captures the feel and emotion of golf perfectly.

TIGER WOODS PGA TOUR 2003
Publisher> EA
Version> PAL **Issue>** #30 — **80**
EA and Tiger bring home another winner.

TONY HAWK'S PRO SKATER 3
Publisher> Activision
Version> PAL **Issue>** #17 — **96**
A brilliantly-realised challenge

TONY HAWK'S PRO SKATER 4
Publisher> Activision
Version> PAL **Issue>** #30 — **94**
LIKE SKATING? GET THIS Free-roaming, tough and addictive.

TOP ANGLER
Publisher> Xicat Interactive
Version> PAL **Issue>** #22 — **22**
Don't waste your cash – this plays like a damp dog.

TRANSWORLD SURF
Publisher> Atari
Version> PAL **Issue>** #26 — **72**
An enjoyable first attempt at digital surfing.

UEFA CHALLENGE
Publisher> Atari
Version> PAL **Issue>** #12 — **56**
Stilted animation and odd ball movement. Shame

UEFA CHAMPIONS LEAGUE 2001/02
Publisher> Take Two
Version> PAL **Issue>** #18 — **48**
A competent footy game overwhelmed by irritating flaws.

VICTORIOUS BOXERS
Publisher> Empire Interactive
Version> PAL **Issue>** #14 — **80**
This realistic boxer falls just short of greatness.

VIRTUA TENNIS 2
Publisher> Acclaim
Version> PAL **Issue>** #30 — **88**
The most complete tennis game around.

WHIRL TOUR
Publisher> EA
Version> PAL **Issue>** #35 — **34**
Scooters? Don't even go there.

WORLD CHAMPIONSHIP SNOOKER 2002
Publisher> Codemasters
Version> PAL **Issue>** #14 — **76**
Captures the atmosphere and realism of the game.

WTA TOUR TENNIS
Publisher> Konami
Version> PAL **Issue>** #23 — **36**
Woefully inept attempt at tarting up dull tennis.

STRATEGY

AGE OF EMPIRES 2
Publisher> Konami
Version> PAL **Issue>** #15 — **76**
Overflowing with tactical subtlety.

ARMY MEN R.T.S
Publisher> 3DO
Version> PAL **Issue>** #24 — **56**
One-dimensional combat melts any long-term appeal.

COMMANDOS 2: MEN OF COURAGE
Publisher> Eidos
Version> PAL **Issue>** #24 — **79**
A gripping balance of action and strategy.

CONFLICT ZONE
Publisher> Ubi Soft
Version> PAL **Issue>** #22 — **79**
Cheap and pretty with legions of machines.

DYNASTY TACTICS
Publisher> Koei
Version> PAL **Issue>** #29 — **59**
Tidy looks, but frustrating control system.

KESSEN
Publisher> EA
Version> PAL **Issue>** #05 — **74**
Takes Japanese strategy into the major league

KESSEN 2
Publisher> KOEI
Version> NTSC **Issue>** #20 — **66**
Looks epic but lacks depth. One for RTS fans.

UTILITY

EJAY CLUBWORLD
Publisher> Empire Interactive
Version> PAL **Issue>** #26 — **84**
A solid, fuss-free choice for the amateur DJ.

MTV MUSIC GENERATOR 2
Publisher> Codemasters
Version> PAL **Issue>** #10 — **90**
If there's music in your soul, this disc belongs in your PS2.

MUSIC 3000
Publisher> Jester Interactive
Version> PAL **Issue>** #35 — **81**
Leagues ahead of the competition, but mightily complex.

MUSIC MAKER
Publisher> FastTrak
Version> PAL **Issue>** #19 — **23**
Poor – but the naff video generating element's a laugh.

PHEW, THAT'S IT...

Now you know all the games worth buying and all the lemons you should avoid. Don't buy a game until you've consulted PSM2 first. Reckon your PS2 knowledge is a bit lacking? Then cut out these pages or carry them with you. Always.

TOXIC FUEL TURNS ANIMAL INTO *BEAST!* - *BEAST* TURNS CITY INTO RUBBLE!

100FT MUTANTS IN A BATTLE FOR THE EARTH!

www.wotm-game.com
uk.playstation.com

PlayStation.2

THE POWER PLACE THE RAGE PLACE THE TERROR PLACE THE THIRD PLACE

PSM2

ONLINE SURVIVAL GUIDE

IN CASE OF EMERGENCY:
- Turn page
- Read
- Relax

The act of taking your PS2 online may fill you with fear akin to being pushed from a speeding aircraft. We say, don't panic. By following a few basic rules and taking the time to get your head around a few network basics you may survive the journey and be able to play *GT4*, *Midnight Club 2* and *SOCOM*.

By the time you read this, you'll be able to buy your Network Adaptor *in shops*. Add a PlayStation 2, PS2 Memory Card, and a broadband connection (!?!?) and you're cooking with virtual gas!

RJ45 ETHERNET CONNECTOR?!

Once you've actually 'got broadband' you're ready for the main stumbling block. And that's the small matter of your new broadband gubbins all terminating with a plug that'll fit in your Network Adaptor – known as the RJ45.

If you buy one of the 'off the shelf' broadband packages, you'll probably end up getting a USB modem that, while fine for your PC, won't work on your PS2. Even though it's got USB ports on it, the signal needs to go through that new Adaptor socket on the back.

USB? ROUTER? WHA?...

You need a router, NOT a USB modem (which are often included in PS2 packages). The best routers will offer a USB plug for easy connection to your PC, PLUS an RJ45 connection for your PS2.

If you're buying yourself a router, it might be worth investigating in one of the latest wireless models which will allow you to have the 'proper' network box in one part of the house (in the living room with your phone socket and PS2, etc) and the other part upstairs in the bedroom with your PC, say. After all, who has a PC in their living room?

ADSL? CABLE? WHA?

This can either be baffling or very simple. How do you currently get your phone line at home? BT? Telewest? NTL? Then your best bet is to tap them up for your broadband connection. They're all priced practically identically (about £30 per month, with £90 for your router gubbins) – see page 96 for more. The difference is that BT and Freeserve use a BT phone line (and connect down it using a system called ADSL), while Telewest and NTL connect down a cable (which is probably already carrying your TV input and your phone line).

Cable is faster than ADSL (up to 2Mb per second, as opposed to the 512k per second on ADSL) but although you'll get more regular updates on player positions, don't imagine that because you've got a faster connection that you're going to be able to dodge bullets.

You're almost there. Take your Network Adaptor, PS2 and penny-as-screwdriver in hand, and turn the page...

Relax. You're reading PSM2

At the time of going to press, the sales advice staff of all of the named 'Se...

TEXT MASSAGE: If you've got the time you can pen thanks and comments to your team in the dialogue box at the top of the screen.

FROST BEEF: The game takes in a variety of locations, revealed in turn in the single-player mode or available as arenas for use in multiplayer fights.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Zipper Interactive
- **PUBLISHER** SCEE
- **GAME TYPE** Action Strategy
- **PRICE** £49.99 (not including Network Adaptor)
- **ESSENTIALS** 1 Player, Memory Card, DualShock 2

DETAILS

- Comes complete with USB headset which works in both online and single-player.
- Online play for 16 players simultaneously.
- Huge one-player mission mode for those yet to get online.

Online ready

OUT UK NOW

SOCOM: US NAVY SEALS

SOCOM all ye faithful. Get yourself broadband and play the premium online PS2 blaster.

REVIEWER: Daniel Griffiths

We've already reviewed the US NTSC version of *SOCOM* back in issue 30, and we're pleased to report that the slightly 'early doors' connections, and number of online players have improved immensely. *SOCOM* is a major online player these days, with thousands of punters and a rock steady, well organised system of servers and games.

Of course, as you'd imagine, the single-player game remains in force, but the real action here is online. Play solo against a fellow band of up to 16 fighters all out for the kill, or join in with the team games, playing as either Seals or Terrorists, and cover your team-mates as they storm on to victory (or, alternatively, leave them standing and take all the glory yourself).

One of the most compelling (and rather frightening) aspects of the game is the USB headset that comes in the box. With this you can chat to everyone else in the game (or just your team-mates) by pressing ◎. It's a somewhat strange experience at first – like being expected to burst into song on a crowded bus – so the sum total of conversation is often a brief, "I'll wait here, you guys split up and go left and right" at the start of the game.

INSIGHT

- In order to keep costs down, Sony has made it available either with or without the Adaptor, so if you want to play online, make sure you get the £70 version with an Adaptor.

"IF YOU GET SHOT YOU HAVE TO SIT OUT THE WHOLE GAME UNTIL YOU RESTART"

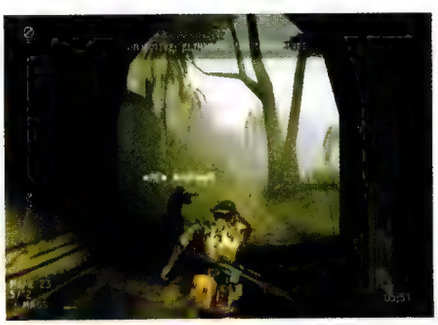
The only niggle that remains is the realistic difficulty level – if you get shot a couple of times you're dead, and have to sit out the *whole game* until you restart and can join in again. Sure, you're allowed to watch your team carry on playing after your demise, but some players are so cautious and deathly slow you'll suspect them of delaying just to annoy you.

And let's not forget that single-player mode. It's a surprisingly complex and well thought out set of missions. And don't suppose that that headset is a waste of money unless you've got broadband – it can be used in the single-player mode too, thanks to some very cunning voice recognition. You can order your team ahead, to stay put, cover you and generally do what soldiers do – but don't go thinking you'll be able to tell them to drop and give you 20.

But the real reason you're here is for the online action and *SOCOM* is THE must-buy game with your Network Adaptor. Here's hoping more quality games follow soon. **PSM2**

SOCOM is available now.

RED TAG TO A BULL: The name tags and colour of your crosshairs help prevent too many 'friendly fire' incidents.



BENEATH THE COVERS: In team games you'll be expected to hang back, stay alert and remove threats to the guy in front.

CAPTAIN MAINWEARING'S CHOICE

1. **CONFLICT DESERT STORM** Our favourite squad based shooter with a cracking one-player mode, but no online.
2. **SOCOM US NAVY SEALS** It just can't beat *CDS* in the single-player steaks.
3. **THE SUM OF ALL FEARS** Rainbow Six-style shooter – not bad but far too short.

PSM2 VERDICT

GAMEPLAY
+ Loads of missions, absorbing atmospheric action.
- The single-player AI can be frustratingly daft at times.

GRAPHICS
+ Solid and atmospheric. Yup, it does the job.
- Some framerate problems and can be a bit ugly.

SOUND
+ The headset and voiceovers is a new experience.
- Dare you shout at total strangers?

LIFESPAN
+ The online appeal is infinite.
- Single-player mode is beatable eventually.

OVERALL
Decent looking, option-packed online shooter that's a great introduction to online gaming. And single-player isn't too bad either.

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DIRECT HIT

PSM2 Online Safety Card

We ask that you study this card in order to avail yourself of the best course of action should you decide to take your PS2 online. We hope you have a pleasant journey with PSM2.

IN THE EVENT OF GOING ONLINE:

1 You'll find your PS2 Network pack on the shelves of your local game stores from June 11th 2003. Hold it **FIRMLY** as shown.

2 Open the box carefully, taking care not to **BREAK** it and, gripping firmly, extract the Network Adaptor™ from the sheath.

WARNING! YOU MAY BE EXPECTED TO KNOW WHAT THE FOLLOWING WORDS MEAN:

SUBNET ROUTER DNS SERVER NETMASK TRACEROUT STATIC IP ADDRESSING EASE OF USE

KNOW YOUR ADAPTOR™:

3 The Network Adaptor™ features a single network socket and two built-in screws. **TAKE CARE** not to allow it to become wet or soiled in any way.

4 Find your PS2 and remove its expansion port panel. You will find this on the back of your PS2. **REMEMBER** that your nearest available PlayStation 2 MAY be situated behind you.

YOU WILL NEED:
- A fingernail
- An enquiring mind
- A high pain threshold

COMMUNICATION PROTOCOL:

ATTENTION! You might be new to online gaming, but there's plenty of freaks who've been at it for years and they've created their own language to speed up typing while you're trying to play:

Avatar: This is how you appear in games. At some stage in the not-too-distant future you'll be able to put your face into a game and appear exactly as you are in real life.

Booted/bumped: Being chucked out of a game. More often by network error than by host.

Bot: A computer controlled opponent rather than an actual human one.

BRB: Shorthand for 'Be Right Back' meaning you'll be away a short while.

Camp/Camper/Camping: Not a good thing. 'Camping' is the act of waiting, hidden in an advantageous position and shooting anyone who passes. It's not sporting to stay in one place and shoot from an impregnable position and leads to some frighteningly dull games.

Clan: You may form a team with like-minded buddies or real-life mates – these are called 'Clans'. You can now form your own elite bunch of crack mercenaries and play together.

CTF or Capture The Flag: A type of game that involves capturing a flag (or some such) usually found at the enemies' base. First team to get the flag back to their base wins.

Deathmatch: The more usual form of online play – enter a game and kill anyone you see.

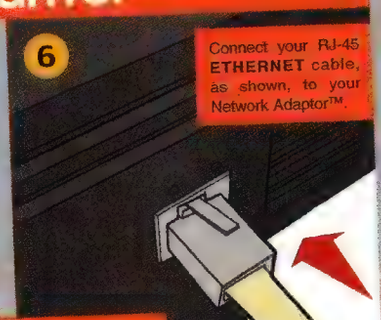
Flamed: Slagging off anyone who makes a mistake or says anything you don't like.

Frags: This is how many kills you have amassed.

Host: The player who has created a session. They can choose where and how you play and

CONNECTING FLIGHTS:

5 Attach your Network Adaptor™ to your PS2, being **VERY CAREFUL** not to trap clothing, fingers, or similar appendages **BETWEEN** the body of the PS2 and the Network Adaptor™. Tighten the two mounting screws with a



6 Connect your RJ-45 **ETHERNET** cable, as shown, to your Network Adaptor™.

CABIN DRAWERS SECURE

7 In the event of poor visibility, follow the lights on the front of your PS2 and press the **BLUE** button. This will release the disc drawer. Once it is **FULLY** extended insert the Network Adaptor™ and press the button **ONCE**. Now stand clear and allow the disc to load.

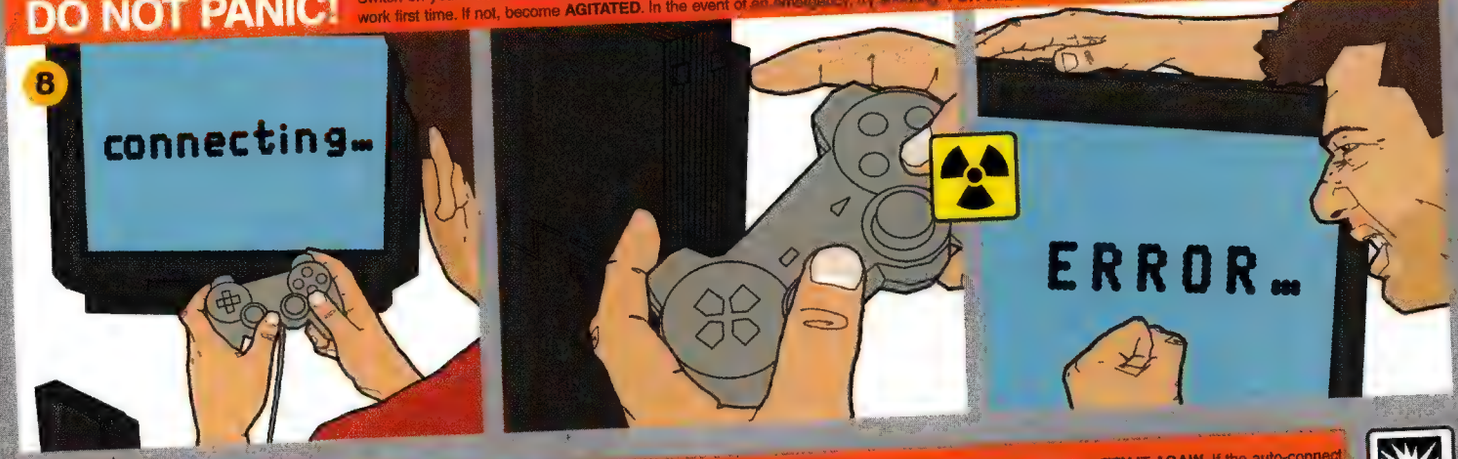
WARNING!

Passengers attempting to take their PS2 online do so at their own risk. Lord knows it took us days to get the stupid thing working but that may be because of our firewall. Whatever that is. Either way, if you have trouble getting online please don't call us. We are not PC repair men. We guess that one day it'll all be a bit easier, but for now you're just going to have to bite the bullet. Sorry.

PSM2

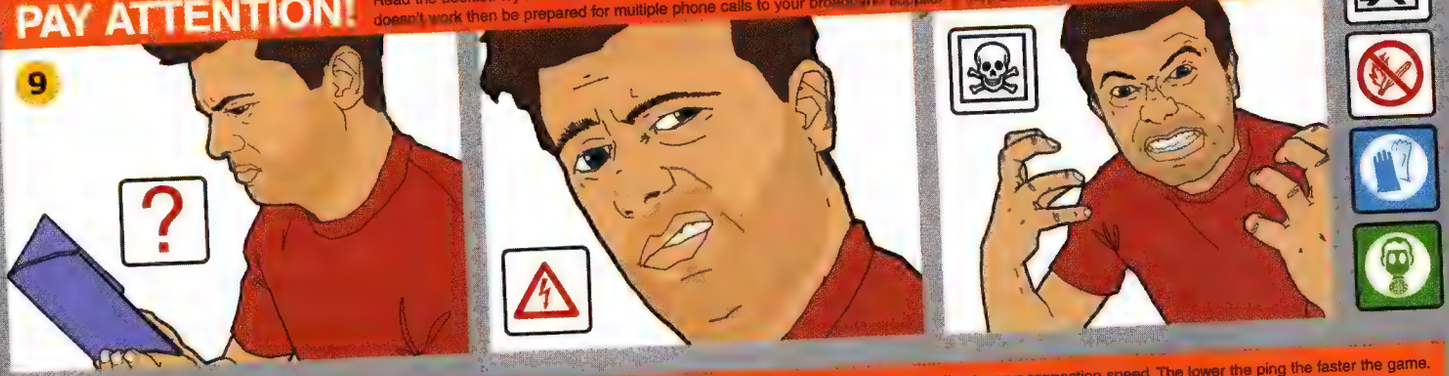
DO NOT PANIC!

Switch on your PS2 and follow the on-screen instructions carefully. The auto-connect option should **CONNECT** to your supplier's network and everything will work first time. If not, become **AGITATED**. In the event of an emergency, try shouting **"FOR THE LOVE OF SWEET BABY JESUS, WORK, YOU BASTARD!"**



PAY ATTENTION!

Read the booklet. Try to **UNDERSTAND** things like Static IP Addressing. Try the auto-connect option. **TRY IT AGAIN.** If the auto-connect doesn't work then be prepared for multiple phone calls to your broadband supplier. If they can't help then, frankly, you're **SCREWED**.



can select who can play via a password option. Can also 'bounce' any players he doesn't like.

IMHO: Shorthand for 'In My Humble Opinion'. Added after comments to avoid being 'flamed'.

King of the Hill: Another game type. You must defend a spot from multiple attackers.

LOL: Short for 'Laugh Out Loud' meaning you find something funny.

Newbie: A new player who is terrible at the game and is either easy prey or is letting your side down.

Nickname: Your in-game name. Choose something that your mates know, but not your real name.

Ping: A number corresponding to your connection speed. The lower the ping the faster the game.

ROFL: Shorthand for 'Roll On the Floor Laughing'. Beware tedious overuse however.

Spawn: When you first appear, or restart after dying, in a game, you have 'spawned'. Objects, like ammo, can also 'spawn'. The point where something 'spawns' is called a 'spawn point'. Therefore, you can 'camp' by 'spawn points' and kill 'newbies'. Geddit?

Team Killer: A player who shoots their own team. May well be 'bumped' for their actions.

Thx: Why type 'Thanks' when you can type 'thx'...

EMERGENCY!

If your PS2 bursts into flames **DO NOT PANIC**. Apply water and begin weeping.

UPON ARRIVAL:

Once you've connected your PS2 you can **RELAX**. You'll never have to go through that again as your settings are saved and will work **EVERY TIME**. Thank Christ.

Use the headset to **TAUNT** strangers. Or look like Madonna.

IMPORTANT: At the time of writing there was only one good, playable online game: SOCOM US Navy Seals. However there are lots more on the way. Turn the page for our brochure outlining some of the hottest online titles coming soon. Thank you.

Online

Driving dream

Gran TURISMO 4

WELCOME TO SUN-KISSED GRAN TURISMO 4!
Race over 500 cars on 100 tracks! And with a Christmas 2003 launch, you won't have to wait to get away from it all.

Gran Turismo 4 includes:
- Online racing against five opponents
- Online leagues and rankings
- The *GT4* TV mode

PSM2 says:
"Probably the main reason to go to all the trouble of getting your PS2 online!"

AVAILABLE: Christmas 2003

Online

Be afraid...

Resident Evil OUTBREAK

HEY THRILL SEEKERS! THERE'S NEVER A DULL MOMENT IN *RESIDENT EVIL: OUTBREAK!*
Fancy relaxing? Taking it easy? Whoa! You've come to the wrong place! *Resi* is the city that never sleeps – because it's teaming with the undead!

Resident Evil Outbreak includes:
- Simultaneous four-player online games
- Help each other in order to survive
- Now with a massive single-player mode

PSM2 says:
"Ideal for those who enjoy eating out."

AVAILABLE: Summer 2004

Tony Hawk's UNDERGROUND

FANCY A FORTNIGHT BEING A TOP CLASS PRO SKATER? THIS IS JUST FOR YOU!
In *Tony Hawk's Underground*, you don't play as rubbishy old Tony – you play as YOU! And – check this – you've suddenly become *really* good at skateboarding!

PSM2 says:
"Wander the streets chatting and showing off your skills. Like real skateboarding without the bruises and crusty scabs!"

AVAILABLE: Summer 2004

Star Wars GALAXIES

"I'M HAN SOLO!" "WHA? YOU'RE HAN SOLO637! I'M HAN SOLO242! I WAS HERE FIRST!" ETC... ?
Chill out on Tatooine beach. Meet the locals in the Canteena – and chop their arms off!

PSM2 says:
"Yoda only knows how they're going to get the whole Star Wars universe in a PS2."

AVAILABLE: Christmas 2004

FIFA 2004

ALL THE USUAL *FIFA* GOODNESS PLUS ONLINE MODES TOO?

PSM2 says:
"Imagine being able to play games, trade players and post league results online. Real life? Go blow it out your ass!"

AVAILABLE: Christmas 2003

ALSO AVAILABLE SHORTLY:

Amplitude: Mad music-em-up
Bomberman Online: Multi-player legend
Everquest Online Adventures: Hey, beardies!
Hardware Online Arena: Online tank warfare
Syphon Filter Omega Strain: Stealth action
This Is Football 2004: Can it out-online FIFA?
WRC3: Race dirty opponents over the Net

CHECK WITH PSM2 REGULARLY FOR THE LATEST REVIEWS AND UPDATES

	BT	TELE WEST	NTL	FREE SERVE
LATEST HARDWARE BUNDLE BARGAINS! Adaptor only £24.99 Adaptor with *Twisted Metal: Black Online* £39.99 Adaptor with *SOCOM* and headset £49.99 *Twisted Metal: Black Online* only £24.99	£29.99 per month. **CONDITIONS APPLY:** You must have a BT phone line! See www.bt.com	£29.99 per month. **CONDITIONS APPLY:** A £50 installation fee applies if you don't already have Telewest! See www.telewest.com	£29.99 per month. **CONDITIONS APPLY:** You must be in an area served by NTL! See www.ntl.com	£27.99 per month. **CONDITIONS APPLY:** You must have a BT phone line! See www.freeserve.com

AND REMEMBER!
You will need to buy a router/modem that offers an RJ45 ethernet connection in addition to the above subscription prices. (Cost approx £90 depending on whether you need it to connect to a PC, and possible wireless options, etc. Your local computer store and your subscription provider will help!)

OUT UK now

TWISTED METAL BLACK: ONLINE

Now you get to drive against real players with a real aversion to getting shot to pieces...

This online-only version of *TMB* adds nothing to the game that invented 'cars with rocket launchers' – other than replace the game AI with human brains. Previously the AI system kept things looking and feeling realistic, with game-controlled drivers attacking you and each other. Now, by taking out the AI (which was designed to serve up a fun game) they've created something that is actually less enjoyable.

In *SOCOM* the actions and basic physical human likeness of other players tells your brain that you're fighting a fellow human being. They move differently to 'bots. They arse about. Go and hide. Get bored and do daft stuff. In *TMBO*, with players reduced to chugging stop/go monster cars, any human subtlety is steamrollered. Cars zip by in a flash and explosions go off in the distance. You constantly feel like you're *searching* for some action as wary real-life players avoid each other in an attempt to win. You'll end up suicidely going against the most cautious 'expert' players just to get a bit of action going.

And when you find some you're invariably pasted by an unseen attacker. Unable to turn on the spot, you have to pathetically U-turn like your Nan on her Zimmer in order to get a retaliation shot off. You'll wish that you could just get out the car and smack them in the face.

Let's face it, a fighting game in cars is a bit of a daft idea and taking the thing online doesn't make it any less uncomfortable. **PSM2**

TMBO is available now

AERIAL AUTOMATIC: Get up a bit of speed and you can take to the air – hopefully smashing someone else up in the process.

INFO
- **DEVELOPER** Incog Inc Entertainment
- **PUBLISHER** SCEE
- **GAME TYPE** Driving Action
- **PRICE** £39.99 (including Network Adaptor)

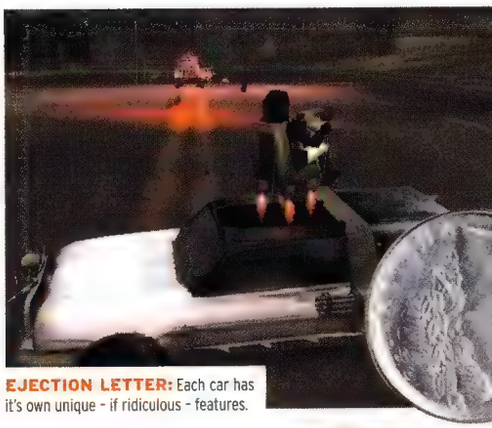
DETAILS
- Comes with the Network Adaptor for £39.99.
- Play against eight players online.
- 20 arenas to fight in.

OVERALL
More of an online demo than a serious game in its own right but the Adaptor plus *TMBO* pack is competitively priced.

70

PEDESTRAIN

CAN'T TRUCK, WON'T TRUCK: Take your pick from weedy-but-fast vehicles or go for something with a bit more presence.



EJECTION LETTER: Each car has it's own unique – if ridiculous – features.

OUT UK July

TRIBES: AERIAL ASSAULT

Fly through the air with the greatest of ease. Then land with a spine-cracking crunch...

"Goodbye *Halo*" boasts the back of the box. "Goodbye *Halo*" indeed. In what way "Goodbye *Halo*"? Goodbye *Halo* you've left us choking on your dust? Or Goodbye *Halo*, you win, we're off to the scrapheap?

There's a gap in the online market for an FPS and *Tribes: Aerial Assault* has been launched to fill it. The year is blah-de-blah-de-blah. You're in a big metal suit with a big jet pack on and you've got to kill stuff. You can choose to storm in on foot or fly for a limited time Mech-style to steal a march on your opponents.

There's a single-player mission mode for those not blessed with online connection, then there's the usual array of team and solo online battles. Everything works well, but ultimately it's the graphics that let down the proceedings with the vivid expanses of greenery looking a little drab at times. And too much of the combat takes place at great distances with you firing off missiles etc, at blips on your heads-up display rather than holding a chaingun to someone's forehead.

And what about communication? There's just no *chemistry* between squad members if you can't even type text messages to each other.

Tribes is a decent enough FPS but we'd rather go against the gorgeous – if game-controlled – likes of *TimeSplitters 2* or *Nightfire* rather than the chunky-but-real opponents of *Tribes*. **PSM2**

Tribes: Aerial Assault is available soon

DO BOT YOU LIKE: Team games are fun, but you'll miss the headset 'n' text fun of *SOCOM* and the sense of team spirit.

INFO
- **DEVELOPER** Inevitable
- **PUBLISHER** Vivendi / Sierra
- **GAME TYPE** FPS Action
- **PRICE** TBC

DETAILS
- Online mode supports up to 16 players.
- Full single-player mode with over 50 missions.
- Ten different weapons.

OVERALL
The lumbering pace of play is an acquired taste, but it's the graphics that'll ultimately spoil the action for you, online or not.

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CLUNKING

GROUND FARCE: Play *Tribes* as a straight 'stand and fight' game and you'll lose. It's all about getting airbourne.

CRAFT CHEESE SPREAD: There are Grav Cycle, Fighter or Bomber vehicles to drive, which breaks up the action a bit.

PLAYSTATION 2 MAGAZINE
PSM2

PRO TIPS

TRAINING YOU IN THE DARK ART
トクセンジョウホウ

DEF TOUCH: Every character, every costume at the press of a button (or few).

LIKE, *DUDE*, NO WAAAY. THERE'S, LIKE, VIDEOGAMES ON TV? THAT'S JUST, LIKE, TOTALLY GA...

DAN

<Krrrt> Phew. Gamestars, eh? Y'know, that videogame awards thing shown the other week? Remember the bit where Jonny Vegas accepted an award for "*GTA: City Vice*"? Um, anyhow... Granada, their PR agency Barrington Harvey and partners/sponsors MCV assure us it was a success, so we've contacted our chums 'in' TV to see if anyone's planning more videogame shows. Apparently, we're in luck – tips feature heavily. These are the front runners...

Tipping the Velvet
Frustrating period drama where corseted lovelies whisper incomplete action replay codes, before tearing open their brassieres to reveal a soft focus glimpse of the hidden characters in *Soul Calibur 2*.

Would Like to Cheat
Thirtysomething gamers flick through the pages of a tips book fighting guilty impulses urged on by psychologists, voice coaches and stylists.

Tipping on Sunshine
It's, er, a working title.

NEED HELP?
Are you cack-handed at Kessen? Boarding like a berk in SSX? Or have you got some advice you'd like to give to other readers? Then email us at PSM2@futurenet.co.uk or write to us at the usual address.

No, not really. We made it all up. In fact, if any TV folk are reading, we'll cut you a deal. You just keep pumping out family entertainment and we'll just keep telling it how it is. Sorted? Good. You'll find the usual selection of hints over the page. They might be boring, but at least they're not pretending to be something they're not.

PSM2 PRO TIPS ARE POWERED BY ARE V2

PSM2'S MANIFESTO

PSM2's TIPS ARE: An in-depth guide to the games you need them for. We don't devote masses of space to hopeless games, because we know you won't be buying them. Instead, we'll cover every essential title in detail, but keep you up-to-date with all the things that entertain, challenge or amuse us in our everyday gaming.

PSM2's TIPS AREN'T: Lovingly reproduced pictures of dozens of identical cars, or instructions to 'block' in fighting games or 'ease off the gas' while you're driving. You know that, don't you?

›THE PICK OF WHAT'S NEW トクセンジョウホウ

HOT TIPS

Tips so hot, they make the inside of Uncle Ron's litigious Apple Pies taste like yoghurt raita after a blistering vindaloo.

NBA STREET VOL 2

Not to be confused with Sony's *My Street*, which might happen if you were blind, deaf and incredibly stupid. Repeat: *Might*...

Cheat mode
Go to Pick up Game, and then choose an ID. Use the following codes :

Unlimited turbo
While Holding L1 press ▢, ▢, △, △.

Show Ball trails
While Holding L1 press △, △, △, ▢.

No display bars
While Holding L1 press ▢, ◯, ◯, ◯.

Get Big Heads
While Holding L1 press ◯, ▢, ▢, ◯.

Tiny Players
While Holding L1 press △, △, ◯, ▢.

Rims Explode
While Holding L1 press ◯, ◯, ◯, △.

ABA ball
While Holding L1 press ◯, ▢, ◯, ▢.

Get All jerseys
While Holding L1 press ▢, △, ◯, ◯.

Get All NBA legends
While Holding L1 press ▢, △, △, ◯.

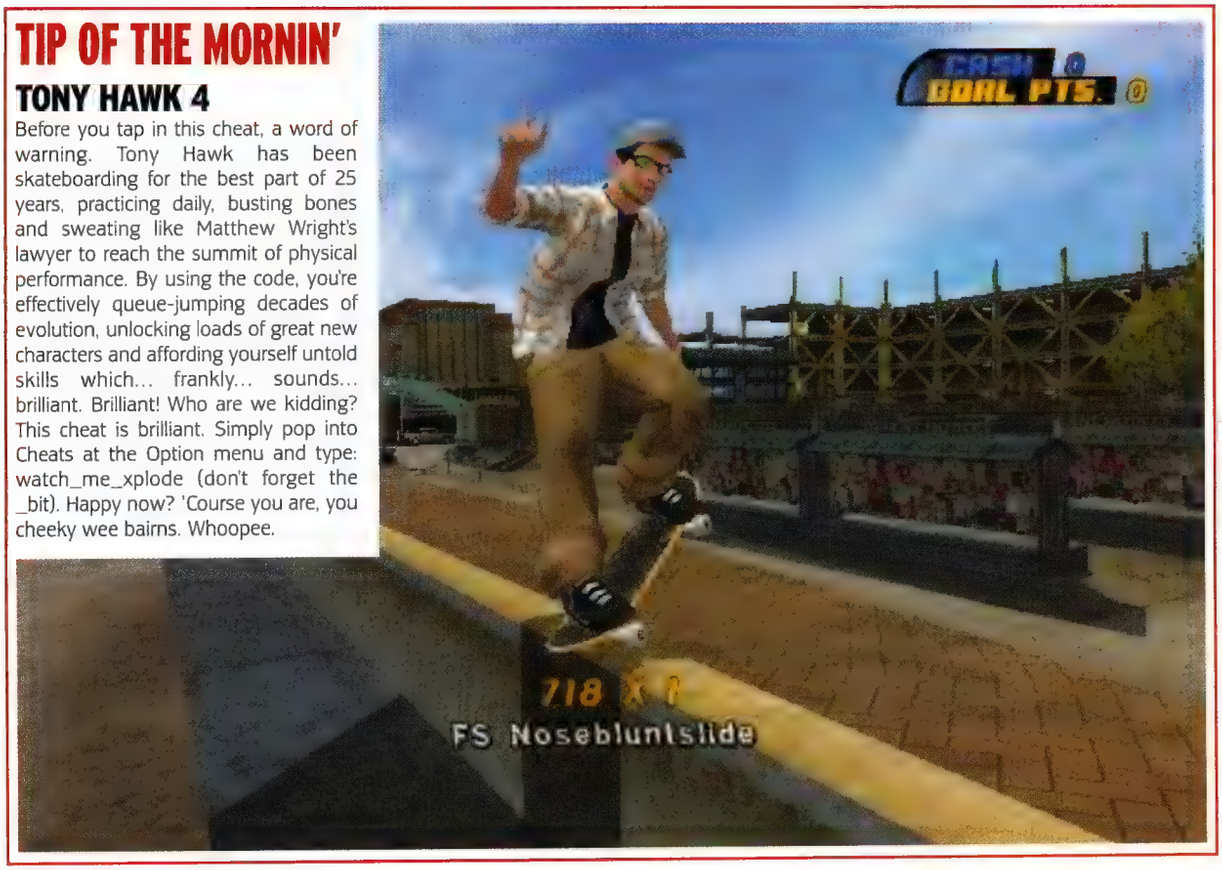
MIDNIGHT CLUB 2

The orange ones were nice enough, granted, but we always preferred Trios, and – ooh – those wafery ones... y'know, sort of chocolately... with a blue packet? Hmmm.

TIP OF THE MORNIN'

TONY HAWK 4

Before you tap in this cheat, a word of warning. Tony Hawk has been skateboarding for the best part of 25 years, practicing daily, busting bones and sweating like Matthew Wright's lawyer to reach the summit of physical performance. By using the code, you're effectively queue-jumping decades of evolution, unlocking loads of great new characters and affording yourself untold skills which... frankly... sounds... brilliant. Brilliant! Who are we kidding? This cheat is brilliant. Simply pop into Cheats at the Option menu and type: watch_me_xplode (don't forget the _bit). Happy now? 'Course you are, you cheeky wee bairns. Whoopee.



Go to the main menu and highlight Options mode, then select Cheat Codes. Now press ⊗ and enter one of the codes below. Press ⊗ again to accept the code.

Change game difficulty 1-9
0 is the easiest.

howhardcanitbe0
Replace the last digit as you see fit up to howhardcanitbe9 – eg, howhardcanitbe7 for level 7.

Get Guns & Rockets
Enter savethekids as a code (case sensitive). Press L3 and R3 to fire them.

All locations and cars
Enter rimbuk (case sensitive).

No damage
Enter gladiator (case sensitive) Please note: this doesn't work in Career mode.

All Vehicles & Cities
Enter pennyThug
(case sensitive)

All Cities
Enter Globetrotter
(case sensitive)

All Vehicles
Enter theCollector
(case sensitive)

All Modes
Enter dextran
(case sensitive)

Unlimited nitro
Enter greenLantern (case sensitive). Please note: this doesn't work in Career mode.

ENTER THE MATRIX

The Hacking Mode
We'll have a full guide to the Hacking mode next month, alongside our Ghost walk through, but have a go with these codes to get you started.

First off, access Hacking from the main menu. Now enter CHEAT on the keypad and hit the return key. CHEAT will appear on the menu at the bottom left of the screen. Move the cursor over CHEAT and hit ⊗, then enter of one of the codes below and hit return. A confirmation code will appear if entered correctly.

Infinite Health
7F4DF451

Infinite Focus
69E5D9E4

Infinite Ammo
1DDF2556

Silent Mode
FFF0020A

Unlock Construct Level
13D2C77F

Multiplayer Scrapping
D5C55D1E

Double Quick Movement
FF00001A

Low Gravity Mode
BB013FFF

Unlock Taxi Driving
312MF451 (you must have completed some of the driving levels for this)

THE BAYEUX TIPESTRY #3

True Story: In 1983 the authenticity of the Bayeux Tipestry was called into question, when a leading scientist noticed it was in remarkably good condition for a 900-year-old table cloth. Just as Professor Horatio Chufnagel of Berlinzplater University was set to declare the whole thing a fake, he noticed a stitch perfect rendition of Pac Man under King Edward's deathbed and – having seen the game on his sons Atari VCS – issued a hasty apology. Twenty years on, it all sounds a bit daft. Pac Man? Ha! It was *clearly* Horace from the Spectrum ZX48k game *Horace Goes Skiing*. But – hey – Germans, eh? Anyhow, if you go to the Code screen in *James Bond 007: Nightfire* and type PASSPORT, you can skip between levels. Before you ask – James Bond appears in the Tipestry, piloting an invisible Aston Martin in pursuit of Halley's comet.

NEXT MONTH How the defeat of Hardrada's cavalry division spells good news for fans of *G1 Jockey 2*.

AR2 V2

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2
You must enter the M code first for these codes to work.

Primal (M)
0E3C7DF2
1853E59E
EEBFB84A
BCE8D9DA

Infinite Health
CE4FDC30
BCA976F2

1 Hit Kills
CE4FDCCE
BCA9A460

Bonus Material
DEB6A512
BCA99B88

All Tarot Cards Open
DEB6778E
CBA89A82

All Scenes Unlocked
DEB67726
BBA89A82
DEB67722
BBA89A82

ISS 3 (M)
0E3C7DF2
1853E59E
EE8CD1C2
BCBBC052

Home Scores 99
CE9114FC
BCA99BE6

Home Scores 0
CE9114FC
BCA99B83

Away Scores 99
CE90FEB4
BCA99BE6

Away Scores 0
CE90FEB4
BCA99B83

Masses Of Catalogue Points
D1DF3B5A
C19E7B82

RAYMAN 3 (M)
0E3C7DF2
1853E59E
EE8D96E2
BCBA0372

Infinite Health
F182D0A2
BCA99B4B

Play a level to unlock bonuses

Max Score/Unlock Bonuses
D180DFBA
BCB8DDC2

Always 5 Geezers Rescued
0182D7EE
BCA99B83
F182D7EE
BCA99B88

Wide Angle Mode
DEAAC51E
FA499B83
DEAAC52A
FA499B83

Bonus Games Always 40-0: Racket Jump
01758866
BCA99B83
D1758866
BCA99B86
D1758862
BCA99B83

Always 99 Hits: Crush
F15EFF66
BCA99BE6

No Reload: Razoff Circus
F1794ABE
BCA99B89

Infinite Health: Sentinal
C1504E36
BCA99BFB

Infinite Retries: Commando
F10BB350
BCA99B86

TEST... THE HULK

By extremely popular demand from you lot, we've invited Mr Hulk to answer your gaming conundrums. Enjoy some soothing game advice from a chap who really, *really* can't afford to get stuck...

JUICY LUCIA: PSM2's guest agony aunt in all her girly glory. Giz a twirl, luv!

HEART OF NOISE: Ticked-off with the clock tower beast? Chime is of the essence. Or something.

BUTT

Dear PSM2,

Do you know any cheats for *Summoner 2*? I'll be more than happy to buy any mag that will stop me getting my butt kicked.

Rob,
via email

To enter the Cheat mode, during the game, hold R2+L1+←+△ then press Start. A Cheat menu with Invincibility and Level Warp options will be unlocked. To get a super character at level 20, with level 1 on all class-dependent features and 75,000 more gold, during gameplay hold R2+L1+←+△ then press R3. Your character will speak to confirm you've entered the correct code. To play as Drizzt, hold L1+R1 then press ⊗ + △ at the main menu. Alternatively, select New Game at the main menu, select one of the three default characters, then hold R1+R2+L1+L2 until the game finishes loading. Or finish the game under the extreme difficulty setting.

Ooh, gas bill. That's odd. Looks like they've overcharged me by seven hundred pounds... no matter, I'll just ring up and expla... SEVEN HUNDRED POUNDS! FOR THE LOVE OF BETTY ROSS! ARGHHHhhh... phhhew, deep breath... get a grip, David, get a grip.

GROMMET

Dear PSM2,

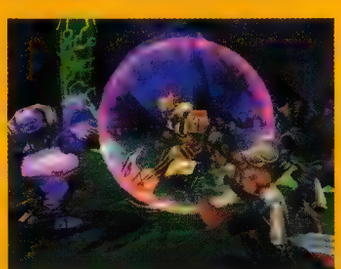
I'm stuck in *THPS4* on Rune Glifberg's Pro Challenge in Alcatraz in the pools. I'm stuck on the last part where you have to lip trick the grommet on top of the water tower and it is IMPOSSIBLE! How do you do it?

Andrea,
via email

We're going to presume you've done the first seven bits of Rune's Pro Challenge. Yup? Good. First, enter the Pause screen and edit your stats to maximise Ollie, Jump, Lip Tricks and Speed. Second, before you attempt the leap, build up your Special bar to maximum to ensure you jump as high as you can. You probably already know this, but to make it perfectly clear, the 'grommet' is the kid standing on top of the watertower with the skateboard. Boneless up to him and do a One Foot Blunt on his board.

Alternatively, you could lip trick right below him, balance carefully, ollie up, then *quickly* tap the button combination for the special lip trick. No bones about it – this is tough. If you feel like giving up, why not type DOASUPER in the Options menu Cheats screen for an infinite Special bar. Or you can type MULLENPOWER to get infinite manual rolls, SUPERFLY for moon gravity physics and SSBSTS for perfect rails.

Hello, I'd like to speak to someone about my gas bill... yes, Banner, spelt B.A.N.N... hello... helloo... ohmigod, they've put me on hold... NGGGHHH! M'trousers!



DIY SOS: Be nice? Be Bad? Just how do you get all the endings in this quake-em-up adventure?

LIES

Dear PSM2,

I'm really wanted a cheat for *Tenchu: Wrath of Heaven*. Your mag (issue #35 pg101 tip of the mornin') had just the solution! The cheat is supposed to unlock all the items, but it didn't work. Either there was a mistake or you just did it just to captivate the reader with lies. Please, please PSM2, send me the right cheat.

Merlin Miller,
North Mymms

Provided you don't check issue#35 again, and we mean ever – the code was correct. Just to re-iterate, at the item selection menu, press ↑, ◎ (x2), ←, ◎ (x2), ↓, ◎ (x2), →, ◎ (x2) while holding L1 and R1. Some people might say we printed L1 and L2 instead, but they'd be lying. Or, in another, more accurate, way, telling the truth. Oh, and to increase the number of items, press ◎, ◎, ◎, ↑, ←, ↓, → while holding R2 + L2 at the item selection screen. We've checked that code ten times so it works. Look, over there... Taxi!

Errr... sorry, Mr Jones... it's just that you've... AAARRGHG!... overcharged me... GRRR!... for... oh no, m'shoes!... <phrrrt> m'pants!... GRRRR!... HULK ANGRY NOW... NO, YOU LISTEN, ME CHANGING COOKER TO ELECTRIC...

BAFFLED?

SHARE YOUR SUFFERING WITH PSM2...

Next month, we'll have an entirely new tips guru at the helm – Scorpion, or Dr Spong from *Haven*, perhaps. Or possibly someone actually funny. Don't be shy, if you've got a gaming conundrum, send your query to..

Test an Expert, PSM2, Future Publishing Ltd, 30 Monmouth Street, Bath, BA1 2BW. Or email it to PSM2@futurenet.co.uk

BYTESIZE

› TENCHU: WRATH OF HEAVEN
A kindly reader – let's call him Joe – has pointed out that there *is* a way to cancel arrows, etc. All you need to do is press ◎ or R1 while holding △ to cancel the command.

› THE SIMS:
Press all four shoulder buttons at the menu, then enter MIDAS to unlock all games, locked objects, and skins, type FREEALL to make all objects cost nothing, and PARTY M to unlock the Party Motel game.

› BLOODRAYNE:
Just pop these codes into the Cheat menu (you can turn them on and off in the Pause menu): Invincibility: TRI, ASSASIN, DONT, DIE. Secret Louisiana level: BRIMSTONE, IN, THE, BAYOU.

› RED FACTION 2:
If you want to unlock not just one but all the cheats this game has to offer, then get yourself into the Extras menu. Choose 'cheats' from the line-up and enter △, △, ⊗, ⊗, ◎, ◎, ◎, ◎. Job done.

› BRITNEY'S DANCE BEAT:
Britney fans take note. To unlock the Baby One More Time video, acquire 9,999 points in Audition mode, et voilà, your pop princess will prance around in her school uniform.

› BIG MUTHA TRUCKERS:
Nip down to the options screen and enter CHEATING MUTHATRUCKER or ATJCEHJMJ to unlock all the cheats, the Evil Truck and the Fast Truck. Turn them on and off as you wish.

› JURASSIC PARK OPERATION GENESIS
While you're in the middle of playing, stick these codes in: Immunity: Hold L1 + L2 + R1 + R2 then push ↑, ↑. Slay visitors: Hold R1 then push →, ←, →, ←, →.

CHEAT!

THE KILLER NEW TIPS LINE EXCLUSIVELY FOR PS2!

ENTER THE MATRIX NEW!
All weapons, unlimited ammo, invincibility – the works!

X-MEN 2: WOLVERINE'S REVENGE NEW!
Invulnerability, level select, all costumes and more!

THE SIMS UPDATED!
Unlock first-person view!

MIDNIGHT CLUB II NEW!
Get all the cars and locations, unlimited nitros and more!

NBA STREET NEW!
Big heads, unlimited turbo and a funk-load more!

2002 FIFA WORLD CUP
ACTIVISION ANTHOLOGY
ATV OFFROAD FURY 2
BIG MUTHA TRUCKERS
BURNOUT
BURNOUT 2: POINT OF IMPACT
CONFLICT: DESERT STORM
CRASH BANDICOOT: THE WRATH OF CORTEX
CRAZY TAXI
DEAD OR ALIVE 2
DEVIL MAY CRY 2
DEF JAM VENDETTA
DEUS EX NEW!
DEVIL MAY CRY
DR MUTO
EOE: EVE OF EXTINCTION
FIFA 2003
FISHERMAN'S CHALLENGE
GRAND THEFT AUTO III
GRAND THEFT AUTO: VICE CITY
GRAN TURISMO 3: A-SPEC
GRAN TURISMO CONCEPT: 2002 TOKYO GENEVA
HEADHUNTER
HITMAN 2: SILENT ASSASSIN
HOT WHEELS: VELOCITY X
JAMES BOND 007 IN... AGENT UNDER FIRE
JAMES BOND 007: NIGHTFIRE
JURASSIC PARK: OPERATION GENESIS NEW!
LARGO WINCH: EMPIRE UNDER THREAT
LEGENDS OF WRESTLING
LEGION: THE LEGEND OF EXCALIBUR
LMA MANAGER 2002
MAX PAYNE
MEDAL OF HONOR: FRONTLINE
METAL GEAR SOLID: SUBSTANCE
NEED FOR SPEED: HOT PURSUIT 2 NEW!
PAC-MAN WORLD 2
PRIMAL
PRO EVOLUTION SOCCER
PRO EVOLUTION SOCCER 2
RATCHET & CLANK
RAYMAN M
RED FACTION
RED FACTION II
REIGN OF FIRE
RESIDENT EVIL CODE: VERONICA X
ROCKY
SAVAGE SKIES
SMASH COURT TENNIS: PRO TOURNAMENT
SPIDER-MAN
SPYRO: ENTER THE DRAGONFLY
SSX TRICKY
STAR WARS: JEDI STARFIGHTER
STAR WARS: THE CLONE WARS
STATE OF EMERGENCY
STUNTMAN
TEKKEN TAG TOURNAMENT
TENCHU: WRATH OF HEAVEN
THE GETAWAY
THE LORD OF THE RINGS: THE TWO TOWERS
THE LORD OF THE RINGS: THE FELLOWSHIP OF THE RING NEW!
THE MARK OF KRI
THE SIMPSONS: ROAD RAGE
THIS IS FOOTBALL 2002
TIGER WOODS PGA TOUR 2002
TIGER WOODS PGA TOUR 2003
TIMESPLITTERS
TOCA RACE DRIVER
TOM CLANCY'S GHOST RECON
TONY HAWK'S PRO SKATER 3
TONY HAWK'S PRO SKATER 4
TUROK: EVOLUTION
TWIN CALIBRE NEW!
V-RALLY 3
VIRTUA FIGHTER 4
WHIRL TOUR
WIPEOUT FUSION
WORLD RALLY CHAMPIONSHIP 2001
WRC II EXTREME

CALL NOW!

VOICE ACTIVATED!
1. Dial the number
2. Answer the simple prompts
3. Solve your gaming problems!

*NO DRAWN-OUT MENUS

THE LATEST TIPS AND CHEATS!

UPDATED EVERY WEEK!

COMPILED BY EXPERTS!

THE BIGGEST GAMES!

GET TIPS TEXTED TO YOUR MOBILE AT NO EXTRA CHARGE!

IT'S SO EASY!

DIAL NOW!

OVER 16'S CALL **0907 052 3658**

UNDER 16'S CALL **0907 052 3654**

Calls to the numbers above are charged at 50p per minute. Calls from mobiles, some networks and abroad may be higher. Always get the permission from the person paying the phone bill before you call. Each call to the under 16's number will end after six minutes, and cost no more than £3.00 if called from a standard phone line.

PSM2 PRO-DOJO

Welcome to the Dojo – the place where the hopeful strive to join PSM2's hallowed order of PlayStation 2 masters. Within these bamboo-and-paper walls you'll find only the greatest PS2 gamers. Join us…

NEW LEAGUES

WIN! **AT YOUR SERVICE** Roll up, roll up. Prove your skills and be famous forever. Pick your game, beat the score and video your efforts. Send it in and you too can join PSM2's gaming elite. Do it. Do it now.

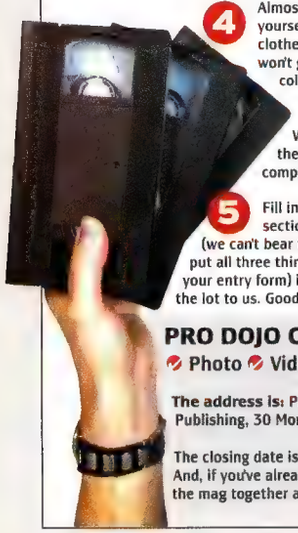
PROVE YOUR MASTERY!

Being a Ninja isn't easy. Merely finding out what qualifications you need or getting a couple of weeks' work experience can be a nightmare. Fortunately being one of PSM2's Pro Dojo Ninjas is rather easier. And there's none of that breaking tiles with your face business either.

Simply follow the guide below. It will help you get your score printed on these pages, and your face preserved forever on crisp DVD. PLUS! As if being hailed as one of the country's foremost button-bashers wasn't enough, we'll reward the greatest achievements this month with a game of your choice. **PSM2**

HOW TO BE FAMOUS!

1. Be really good at one of our challenge games. Have a look over the next four pages, read what the challenge is and decide if you can do better. If you can't even beat our tenth place offering, forget it… We only want new chart entries, and we update our listings every month.
2. Plug your PS2 into your video. Got the lead that came with your PS2? Use it to connect to your video's SCART socket or composite inputs (if you're using them). Switch to your TV's video channel then cycle through your video's inputs and you should see your PS2 lurking on one of them.
3. Load up your game of choice and find the music option. Turn this to zero – we want your game sound but no dodgy music, OK? Start recording and play your replay or begin playing the game. Do your best and, when you're done, record the high-score table or results screen for 30 seconds or so, so that we can see your performance easily. Finally, wind your tape to the beginning of your award-winning effort and write your name, challenge and score on the label on the tape (or stick a piece of paper on it).
4. Almost done. Now get a picture of yourself. Any picture. Naked. Fully clothed. We don't give a monkey's. You won't get in our Star Dojo players column (opposite) without one, and your appearance on the DVD will be shallow and worthless. Write your name on the back of the photo to ensure our postal computer doesn't lose it.
5. Fill in the form at the end of the section. We do accept photocopies (we can't bear to cut up our PSM2s either) and put all three things (your video, your photo and your entry form) in an envelope and post the lot to us. Good luck.



PRO DOJO CHECKLIST: BINGO!

Photo Video Entry Form

The address is: Pro-Dojo, PSM2, Future Publishing, 30 Monmouth St, BATH BA1 2BW, UK.

The closing date is Monday 12th May. And, if you've already sent an entry, relax – we put the mag together ages before it hits the shops.

GRAND THEFT AUTO: VICE CITY

The *GTA3* leagues have finally been retired, to make way for a couple of brand spanking new *Vice City* challenges. Get practising, and get those tapes in. We want to see how good you really are…

THE PCJ PLAYGROUND CHALLENGE

Activate the PCJ playground mission by hopping on to the bike that's leaning against the big grass-verged building near the Malibu Club (see Issue 31's DVD for more details). Now, you've got two minutes to complete this tough 24-checkpoint course. No cheats now – this is a pure test of your bike skills. You can complete the course in any order you like, and the fastest times make it into the league. What are you waiting for? Send us your ENTIRE runs on VHS and be famous and loved via our DVD.

FASTEST TIME

00'57"00	Simon Douel
00'57"00	Lee Walker
00'59"00	David Algeo
00'59"00	Martin Burke
00'59"00	Brian Dunne

THE CROSS-TOWN TRAFFIC CHALLENGE

Back by popular demand, the Cross-Town Traffic Challenge makes a very welcome return, this time taking in the sights of Vice City. As before, you can use any vehicle and any cheats – as long as you don't use aircraft or the flying cars cheat.

Beginning at the Hyman Condo in the Downtown district, you must make your way to the Lighthouse in Ocean Beach. Drive right up to it, and hop off, or out of, the vehicle to finish. Go on, show us what you can do – and don't forget, we want to see your *whole* run, not just edited highlights, so get taping.

FASTEST TIME

01'11"00	Simon Sherwood
01'31"00	Martin Burke
01'32"00	Simon Millard
01'33"00	Martin McLuckie
01'34"00	Shau Hewer

HITMAN 2 SILENT ASSASSIN

Nothing less than Silent Assassin ranking will do to join this hallowed league. No alerts, no popping civilians – stealth-meisters only need apply.

ANATHEMA

2'45"	Will Meredith
3'06"	Gavin McIntyre
3'48"	Steve Moran
3'55"	Ibraheem Gedal
4'02"	Darren Gabriel

ST PETERSBURG STAKEOUT

4'49"	Will Meredith
5'04"	Steve Moran
5'06"	Matthew Carr
5'36"	Jamie Bryson
5'39"	Ricky McLaughlin

KIROV PARK MEETING

3'09"	Steve Moran
3'12"	Jack Franklin
3'29"	Will Meredith
3'42"	Darren Gabriel
3'45"	Gavin McIntyre

INVITATION TO A PARTY

2'17"	Will Meredith
2'42"	Steve Moran
2'45"	Gavin McIntyre
2'46"	Matthew Carr
2'55"	Osman Bolukbasi
2'59"	Cole Shanks

TRACKING HAYAMOTO

4'11"	Gavin McIntyre
5'43"	Will Meredith
5'49"	Matthew Carr
5'50"	Darren Gabriel
6'03"	Jamie Bryson

BURNOUT 2

No, no, no! No reversals please! Other than that, please do feel free to give any of these tracks mentioned here a spin in whatever motor you fancy.

AIRPORT TERMINAL 3

0'33"780	James Walker
0'33"819	Lee Walker
0'33"959	Callum Murphy
0'33"979	James Woosley
0'34"000	P Jones/S Hewer

AIRPORT TERMINAL 1&2

1'18"860	James Walker
1'18"899	Shaun Hewer
1'19"260	Paul Fitzpatrick
1'19"359	Lee Walker
1'19"719	Jamie Bryson

INTERSTATE LOOP

1'00"440	Shaun Hewer
1'00"460	Paul Fitzpatrick
1'00"579	James Walker
1'00"599	Daniel Hammond
1'00"659	James Woosley

88 INTERCHANGE

2'16"859	James Walker
2'17"459	Shaun Hewer
2'20"800	Paul Fitzpatrick
2'21"479	Steve Moran
2'21"680	John Jeffery

PALM BAY HEIGHTS

1'03"979	James Walker
1'04"180	Lee Walker
1'04"559	Shaun Hewer
1'04"739	Paul Fitzpatrick
1'05"199	John Jeffery

PALM BAY MARINA

1'27"779	Paul Fitzpatrick
1'28"059	Shaun Hewer
1'28"059	James Walker
1'28"459	Daniel Hammond
1'28"519	Lee Walker

SUNRISE VALLEY DOWNTOWN

0'41"440	Shaun Hewer
0'41"460	Lee Walker
0'41"540	James Walker
0'42"179	Paul Fitzpatrick
0'42"520	Daniel Hammond

SUNRISE VALLEY SPRINGS

1'06"179	Shaun Hewer
1'06"840	Lee Walker
1'06"880	James Walker
1'07"019	John Jeffery
1'07"159	Paul Fitzpatrick

BIG SURF GROVE

1'05"839	James Walker
1'06"340	Paul Fitzpatrick
1'06"419	Lee Walker
1'06"780	Shaun Hewer
1'07"619	Jonathon Howling

BIG SURF SHORES

1'38"000	James Walker
1'38"699	Shaun Hewer
1'39"380	Steve Moran
1'39"500	Lee Walker
1'39"750	Jonathon Howling

CRYSTAL SUMMIT PEAK

0'41"900	Lee Walker
0'42"199	Shaun Hewer
0'42"359	James Walker
0'44"819	Simon Douel
0'45"179	Simon Brown

CRYSTAL SUMMIT LAKE

1'59"420	James Walker
2'00"780	Shaun Hewer
2'07"259	Paul Fitzpatrick
2'09"279	John Jeffery
2'10"619	Simon Brown

OCEAN SPRINT

1'46"419	Shaun Hewer
1'47"179	James Walker
1'48"259	Paul Fitzpatrick
1'49"059	Lee Walker
1'49"939	John Jeffery

HEARTBREAK HILLS

1'41"299	Shaun Hewer
1'41"599	James Walker
1'43"939	Lee Walker
1'43"999	Paul Fitzpatrick
1'44"359	John Jeffery

FREEWAY DASH

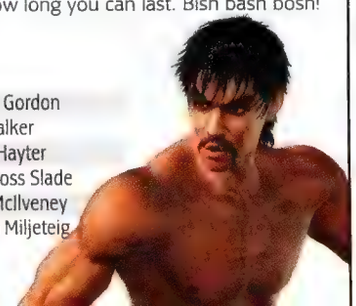
1'58"819	Shaun Hewer
2'00"259	James Walker
2'04"439	Paul Fitzpatrick
2'06"439	Lee Walker
2'07"119	John Jeffery

TEKKEN 4

Survival's the name of the game in our *Tekken 4* challenge. Pick your favourite combatant and see how long you can last. Bish bash bosh!

SURVIVAL MODE

Wins	Character	
92	Heihachi	Simon Gordon
92	Lee	Lee Walker
78	Heihachi	Grant Hayter
63	Heihachi	John Ross Slade
62	Heihachi	Gary McIlveney
56	Heihachi	Simon Miljeteig



GRAN TURISMO 3

Things are shifting, and there are some sterling scores to beat. Freeride Arcade times is what we're after, so grab yourselves a pad and get going, speed freaks.

SUPER SPEEDWAY

0'23"930	Robert Pettengell
0'24"088	David Bain
0'24"306	Vaughan Welsh
0'24"408	Mark Hodgson
0'25"033	Amanda Offord

MIDFIELD RACEWAY

0'52"684	David Bain
0'53"002	Mike Webster
0'53"373	Amanda Offord
0'53"688	James McQuade
0'54"532	Robert Pettengell

SMOKEY MOUNTAIN

0'48"196	Amanda Offord
0'48"290	Robert Pettengell
0'48"574	James McQuade
0'48"709	David Bain
0'49"192	Tommy Willumsen
0'49"403	Graham Greenall

TRIAL MOUNTAIN

1'00"408	James McQuade
1'01"482	Amanda Offord
1'02"895	Mike Webster
1'03"096	Robert Pettengell
1'03"816	Brian Dunne

SWISS ALPS

0'56"468	Tommy Willumsen
0'56"678	Amanda Offord
0'56"715	James McQuade
0'56"759	David Bain
0'56"784	Kim Saarinen

TONY HAWK'S PRO SKATER 4

Come on folks, we don't want to see repetitive one-trick wonders – keep it varied with a good spread of stunts. Steer clear of the Career mode, make full use of the terrain – and send us the proof on VHS.

COLLEGE

20,185,878	Daniel Mosley
18,834,222	Jake Douglas
9,456,020	Carl McCally
5,543,190	William Green
3,223,123	Charlie Cook

SAN FRANCISCO

17,882,326	Dan Bedwood
15,221,002	Jamie Morgan
6,667,943	Bob Travis
4,784,113	Martin Brooker
3,198,987	Ralph Evans

ALCATRAZ

22,562,021	Steve O'Neil
20,854,203	Jamie Morgan
19,441,000	Michael Polson
13,888,345	Tim Crosby
10,675,101	Doug Gysler

KONA

17,776,092	Liam Collet
15,722,178	Richard Garret
7,212,888	Jamie Morgan
7,100,567	Rob Bickley
5,789,322	James McKenzie

SHIPYARD

30,098,654	Alex Richardson
29,689,100	Nigel Brand
25,654,289	Vince Pratt
10,333,190	Brian Moore
8,000,145	Daniel Mosley

LONDON

10,417,894	Daniel Mosley
9,817,004	Mark Stone
8,296,332	Ray Warrel
7,016,070	David Smith
6,603,609	Peter Cramp

ZOO

15,257,134	Ian Gillingham
14,226,239	Jensen Holzer
12,009,876	Morris Eade
12,000,006	Paul Jallif
8,789,333	Christian Scott

CHICAGO

15,603,342	Charles Windstaff
15,057,642	Steve O'Neil
12,876,174	Tony Harrison
7,631,597	Rodney Cox
6,647,324	Mathew Jones

CARNIVAL

16,445,408	Paul Dennis
14,486,987	Jonathan Griffiths
14,005,679	Rodney Cox
10,757,442	Martin Prince
8,164,597	Robert Brent

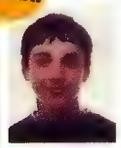
IN THE DOJO

›PLACES FOR FACES

WINNER **SHAUN HEWER**
Welsh wizard

Shaun says he takes his hat off – pointy, we presume – to all the other *GTAVC* and *Burnout 2* ninjas. And you can all bow before Shaun's truly magic scores.

WINNER! **LEE WALKER**
Maximum effort



Ninjas come in two sorts: some hone their skill at a single game, and others, like Lee, take on a lot at once. With all those games, what will we send him?

WINNER! **DANIEL CANT**
Oh yes he can!

And, what's more, he does it up close with his fist. Like Russell Crowe at a paparazzi party he thumped the heads off zombies left, right and centre. Cool!

WINNER! **RORY DOWNIE**
Just call him 001...

Speed is vital to a ninja. Rory's clearly the fastest warrior in the Dojo, getting his Nightfire scores in before anyone else, without the aid of an Aston Martin, too.

WINNER! **MIKE HUNT**
We won't say it...

...okay, we will: has anybody seen Mike's scores? Look at his MGS times! Clearly hearing *that* joke a thousand times has turned him into the perfect psycho.

Once again it's the game of your choice fellas. Mail in your requests and we'll sort them out for you sharpish. As for the rest of you wannabees, get those entries in for an equal chance of gaming immortality and a brand new selection of prizes next issue.

COLIN MCRAE RALLY 3

We've gone for the UK-only stages for this one, although you *can* opt for whichever ride and driver you want to get dirty with...

TOP TIMES

Warwick

2'49"28	Michael Griffin
2'50"37	James Walker
2'50"49	Giles Kilpatrick
2'51"17	Norman Morrison
2'51"84	Rodger Woods

Stone Leigh

2'52"53	James Walker
2'56"00	Michael Griffin
2'57"20	Rik Ibbotson
2'59"72	Garry Bee

Little Cawford

2'14"65	James Walker
2'17"76	Michael Griffin
2'17"80	Garry Bee
2'18"52	Rik Ibbotson
2'18"62	Peter Radcliff

Llangurig

2'59"96	Michael Griffin
3'00"25	James Walker
3'01"17	Norman Morrison
3'04"40	Garry Bee
3'05"96	Rik Ibbotson

Llyn Clywedog

2'17"04	Garry Bee
2'19"89	James Walker
2'21"06	Rik Ibbotson
2'22"21	Norman Morrison
2'22"40	Robert Tyler

Rhayader

2'50"84	Garry Bee
2'51"21	James Walker
2'53"72	Rik Ibbotson
2'54"24	Shaun Henderson
2'54"43	Daniel O'Sullivan

Stonetthorpe

1'13"00	James Walker
1'16"20	Rik Ibbotson
1'16"52	William Sykes
1'16"84	Norman Morrison
1'17"72	Garry Bee

CRAZY TAXI

Hey, hey, hey! It's ancient but you're still loving making that crazy money. Get out there and earn top dollar.

ARCADE MODE

$68,750.44	James Hall
$65,000.00	Stuart Morrison
$61,563.30	John Keighley
$49,445.00	Paul Fletcher
$41,595.48	Ben Raffles

VIRTUA FIGHTER 4

First, make sure you've fulfilled the criteria, then send us the video evidence to prove that you're the master of the bare-knuckle brawl.

SURVIVAL MODE

Win Rate	Wins	Ranking	Character	
100%	1257	High King	Not stated	David Peacock
98%	1137	xxx	Vanessa	Dean Cash
98%	1056	xxx	Shun	Johnny Martin
97%	1122	xxx	Kage	Gareth Young
92%	978	xxx	Lion	Sam Vincent

TIMESPLITTERS 2

You'll notice a couple of changes with the challenges here, thanks to folk sending in such a broad spread of results. Keep 'em coming!

GLASS SMASH

Bricking It

21.4	Sam Middleton
21.7	Steve Moran
22.0	Dave Peppiatt
22.2	Tim Cooper
22.5	Jack Fanning

INFILTRATION

Trouble At The Docks

18.1	Andrew Ireland
18.7	Simon Brett
19.1	Will Meredith
19.1	David Peacock
19.6	Sam Middleton

BANANA CHOMP

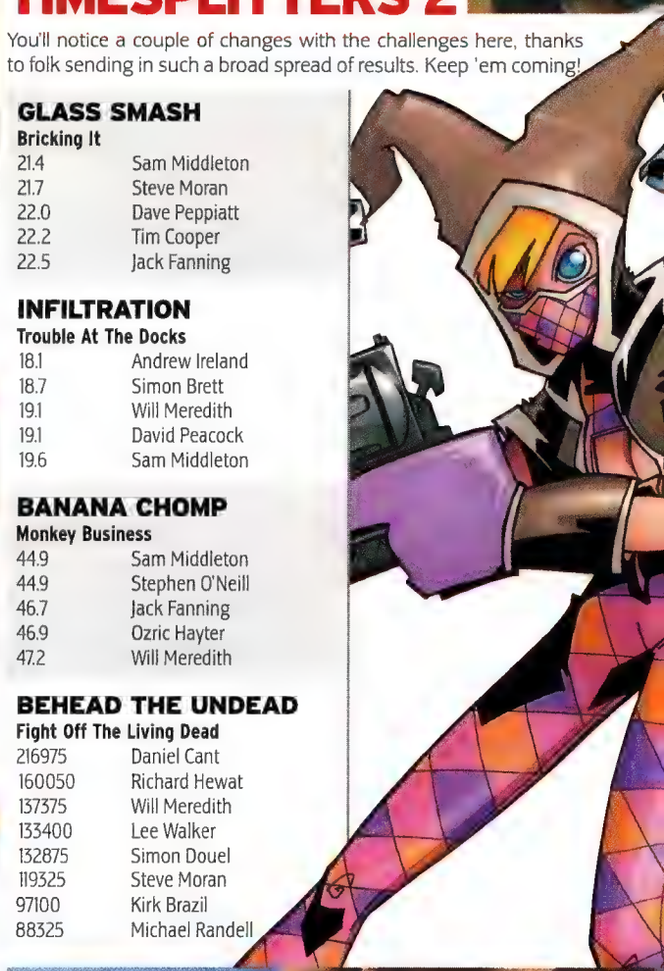
Monkey Business

44.9	Sam Middleton
44.9	Stephen O'Neill
46.7	Jack Fanning
46.9	Ozric Hayter
47.2	Will Meredith

BEHEAD THE UNDEAD

Fight Off The Living Dead

216975	Daniel Cant
160050	Richard Hewat
137375	Will Meredith
133400	Lee Walker
132875	Simon Douel
119325	Steve Moran
97100	Kirk Brazil
88325	Michael Randell



SSX TRICKY

All quiet on the slopes this month, but we reckon there's plenty of life left in this golden oldie yet. Stat up your boarder however you like, then leap suicidally off any of the mountains below. Banzai!

TOP SCORES

Snowdream

1,813,890	Alex Sandison
1,701,450	Alex Sandison
1,557,780	Jonathan Minott

Elysium Alps

2,730,740	Austin O'Toole
2,629,495	Sam Payne
2,591,760	Jeff Bell

Merqury City

2,828,640	Alex Sandison
2,594,165	Austin O'Toole
2,265,770	Sam Payne

Mesablanca

1,500,890	Alex Sandison
1,435,645	Austin O'Toole
1,059,970	Lee Walker

Tokyo Megaplex

31,714,410	Lee Walker
2,409,945	Alex Sandison
2,198,630	Austin O'Toole

Pipedream

2,531,230	Austin O'Toole
2,325,820	John Norman
2,312,200	Anthony Portch

Garibaldi

2,133,850	Alex Sandison
1,983,820	Austin O'Toole
1,947,200	Chris Abnett

Alaska

2,123,410	Alex Sandison
2,075,255	Amanda Offord
1,837,801	Jeff Bell

TOP TIMES

Snowdream

1'47"93	Austin O'Toole
2'05"10	Frederick Astier
2'06"55	Alex Duffy

Elysium Alps

3'26"16	Austin O'Toole
3'28"38	Simon Baggott
3'30"14	Frederick Astier

Merqury City

2'31"26	Austin O'Toole
3'28"76	Gareth Russell
3'29"43	Carl Musgrove

Mesablanca

2'13"58	Austin O'Toole
2'16"74	Lee Walker
2'29"54	Andy Lyle

Tokyo Megaplex

2'26"44	Austin O'Toole
3'15"13	Dean Edwards
3'21"68	Damian Lobbet

Aloha Ice Jam

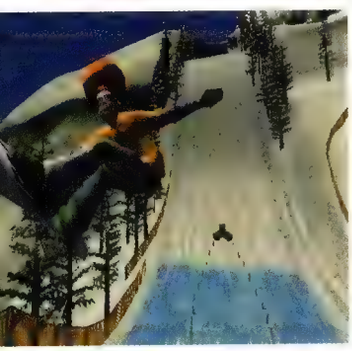
1'32"99	Austin O'Toole
1'37"64	Alex Duffy
1'40"75	Carl Musgrove

Garibaldi

2'38"54	Austin O'Toole
2'39"54	Carl Musgrove
2'40"43	Gareth Russell

Alaska

4'06"23	Andrew Stone
4'14"21	Austin O'Toole
4'23"56	Frederick Astier



A POLITE NOTICE

As you can imagine, we get sent hundreds of tapes every month, and while you can rest assured that we *do* go through them *all*, magazine deadlines mean they might not turn up as early as you're expecting. *Please* don't ring us up, as we're not going to know offhand if you're currently top of the leaderboard, and we're less funny when we're tetchy.

DEAD OR ALIVE 2

DOA2's much more than just realistically jiggling lady bumps. Get stuck into our challenges to see if your skills are up to the task.

SURVIVAL MODE

100 Wins	Daniel Drysdale
59 Wins	Carl Robinson
49 Wins	Christopher Foy

TIME ATTACK MODE

1'12"84	Bryan Henriquez
1'13"30	Jamie Bryson
1'14"72	Jan M de Vlas

METAL GEAR SOLID 2 SUBSTANCE

It's only been out for a couple of months, but we've already had a bundle of entries for the Snake VR missions from our keenest...

SNEAK LV.5

00'11"90	Mike Hunt
01'57"10	Alastair Berger
01'59"17	Lance Miers

ELEMINATE ALL LV.5

00'59"05	Adam Justice
01'42"86	Julian Leggett
01'43"11	Peter Hughes

WEAPON: ASSAULT LV.5

53828	Lee Walker
32328	Adam Justice
27445	Thomas Wood

WEAPON: NIKITA LV.5

00'31"95	Adam Justice
00'35"22	Mike Hunt
01'26"88	Giles Plumb

FPS MODE LV.1

27480	Adam Justice
25125	Mike Hunt
10781	Warren Porritt

FPS MODE LV.2

02'53"68	Douglas Goldsmith
02'55"75	Sam Hall
03'01"44	Lee Green

FPS MODE LV.3

55944	Mike Hunt
10012	Jonathan Stannard
9855	Peter Camp

THINK YOU CAN DO BETTER?

...en fill in the form, send us a messa... to print – as long as it's witty – and make sure you're as good as you think you are.

JAMES BOND 007 IN... NIGHTFIRE

Something for everyone here as we set up leagues for the first half of the game. Remember, the harder the skill level, the higher the scores and we want to see footage of your best level in full...

THE EXCHANGE

148,977	Tom Churchyard
140,023	Paul Armstrong
139,864	Richard Johnson
133,923	Daniel Rodgers

ALPINE ESCAPE

632,676	Rory Downie
208,378	Charlie Stocks
206,884	Tom Churchyard
202,793	Robert Combs

ENEMIES VANQUISHED

874,308	Rory Downie
307,160	Douglas Laws
307,140	Gary Savage
303,922	Charlie Stocks

DOUBLE CROSS

161,476	Peter Camp
159,345	Danny Sait
155,553	Robert Combs
153,902	Charlie Stocks

NIGHT SHIFT

230,178	Peter Camp
230,002	David Mendham
219,573	Douglas Laws
200,711	Chris Burgess

PRO DOJO ENTRY FORM

**PSM2,
PRO DOJO,
FUTURE PUBLISHING,
30 MONMOUTH STREET,
BATH BA1 2BW**

Dear PSM2,
I'd like to join your elite order of shadow warriors. Please. I can bring my own blowpipe and everything.

And I enclose... MY PHOTO ❑ **A VIDEO OF MY ACHIEVEMENT ❑ (Now put me on your DVD!)**

I've got the following scores...

Game Score

Name
Age
Address...

ENTER THE MATRIX

PART 1

ACTION! In the interactive movie/adventure/beat-em-up/shooter hybrid that is *Enter The Matrix*, you're out to help ensure the survival of the human race. Part one of our guide puts you in the shoes of Niobe. We're counting on you...

ENTER THE MATRIX

AIM OF THE GAME

Enter The Matrix casts you as not just one, but two rebel soldiers fighting in the war to save Zion. Here we're focusing on Niobe's adventure. She's a pilot, a driver and an ass-kicking kung fu mistress extraordinaire. At your disposal are a wealth of martial arts combos, a vast arsenal of guns and Focus (Bullet Time). You'll need it all, every level is packed with security guards, rozzers and SWAT teams. The objective here is simple – beat the crap out of everyone.

DODGE THIS

On these pages you'll find a comprehensive walkthrough with guides on how to overcome all the trickiest moments. What you won't find is a guide to fighting and there's good reason for this. The game itself has an extensive tips section in the Pause menu. Here you'll find out how to do everything from cartwheels to throws to disarming the suckers you encounter. If you're having problems fighting, take heed.

WHAT WE SAID...

PSM2 ISSUE #35 May 2003

"We're very impressed, but we'll be interested to see if the final version can match our, and probably Shiny's own, expectations."

WHAT WE SAY NOW

Ignore the flaws and immerse yourself in a quest to become the master (or mistress) of stylised violence. You can't beat the film, but it's a tasty adventure

81

NIOBE

1 POST OFFICE

1.1 CLOSING TIME

After the opening cutscenes, you'll start the game in the Post Office. This first chapter won't throw up any significant challenges, and is the ideal place to practice hand-to-hand combat, gunplay, and other manoeuvres. Use your Focus as much as you like to experiment with, since it recharges fairly rapidly.

There are three hapless guards in the lobby to dispose of in any way you see fit. Straight ahead is the elevator, so click on it using ⓑ (the action button), to trigger a cutscene and a new goal – the service elevator accessed via the bathrooms. You'll see the door you need simply by facing left from the elevator.

CLOSING TIME: And we're off. Don't skip the cutscenes as you'll receive vital mission info.

BIG DISTRACTION: Hurry forward until you meet guards. They attack in groups.

1.2 BEHIND THE SCENES

The locker area holds a few more pieces of fist-fodder. Through it is another door, leading to an office area. There's only one security guard here, and only one door onwards, into a sorting area. You need to find an office with a window you can dive through by simply running at it and pressing ⓞ (kick). Press the huge red button – you can't miss it – and proceed through the door you just opened. You'll have to run through an office to get around a barred gate, and there's a health kit in the corner if you need it. Run to the end of the corridor and take the last door on the right. Weave through, taking out guards until you get to the other side, and once again it's the last door on the right of the corridor beyond.

1.3 EPICENTRE

Now you've made it to the main sorting room, climb the fence or smash through the office on the right and work your way to the elevator on the far side. It's a big area, but not difficult to negotiate. There's minor resistance, but nothing troubling.

1.4 UNEXPECTED ARRIVAL

Two cops await as soon as you leave the elevator, but there's also an SMG 9mm on the closest table, so it's not all bad. As soon as you reach the corner, a guy will drive a forklift truck straight at you, with some cops behind laying down covering fire directly at you, so take cover yourself. Don't hang around, either, since the forklift explodes when it hits the wall, setting the sprinklers off.

There's a handful of SMG-armed coppers in this section, so disarm them as quickly as you can. At the first corner is some more health, but it's unlikely you'll need it. Beyond here more cops are hiding behind crates, waiting to be picked off. Keep going until you trigger another cutscene where you climb up to avoid getting gassed.

Run to your left and follow the wall until you get to a fence – climb along it to the left until you get to a second platform. Three cops in gas masks will have appeared, and can shoot the ventilation duct out from under your feet if you don't kill them quick enough. Don't worry, you can just retrace your steps and keep running along until you get to a roof with a skylight in it – drop through.

1.5 REDIRECTED

Run into the open area, where a load of cops fire at you from behind a fence. Use your Focus to glide past, avoiding their bullets, until you're around the next corner. Another short cutscene, where Sparks tells you to find the conveyor belt.

Keep running, scale the fence, and move through the stacks of crates, taking out single cops, through the lowered gate (you automatically duck), and shoot the small gang of policemen standing by the parked forklifts. Up the stairs is the conveyor belt.

1.6 GOT IT!

Just turn left, the package you want is in the corner panel. After yet another cutscene, you'll have a room full of cops in gas masks to cope with – your biggest challenge yet but not too bad with prudent Focus usage. Kill them all, finishing with the two guarding the lift, and get in.

You'll end up back in the lobby, but if you try to leave through the front doors it'll only result in a complete lockdown, and a room full of enemies, armed with a clutch of MP5s and an Entry Shotgun.

Back to the door next to the lift, and head upstairs until it ends.

1.7 BIG DISTRACTION

Ghost's fireworks have made a mess of the main sorting room, but it's still very straightforward to work your way through to the other side, killing merrily as you go. Simply go through the door at the end and then up the stairs to get to the second floor again.

1.8 BREAKOUT!

This bit is tricky, if you really feel the need to go on a killing spree, but surprisingly easy if you just want to get through it ASAP with as few problems as possible. As you run into the control room, some police will emerge from behind you in slow, but regular, and infinite pairs. Get yourself into the store-room, kill the two you find in there, and then into the main open-plan office area. Be warned – this is deadly in here, since there are dozens upon dozens of cops. All you really have to do is use your Focus and bear left, going through the door on the left wall to finish the subchapter, hassle-free.

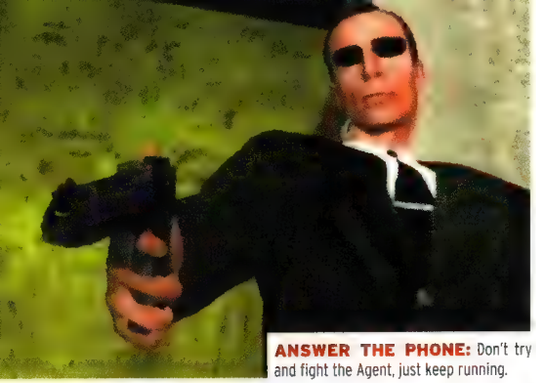
2 CITY DRIVING

2.1 GET TO THE HARD LINE

This is the first driving section, so it's the first chance you've got to get used to the way cars handle. All you really have to do is follow the arrow, which is very straightforward, occasionally pressing ⓛ1,

REDIRECTED: This level is a simple case of running straight, kicking everything that moves.

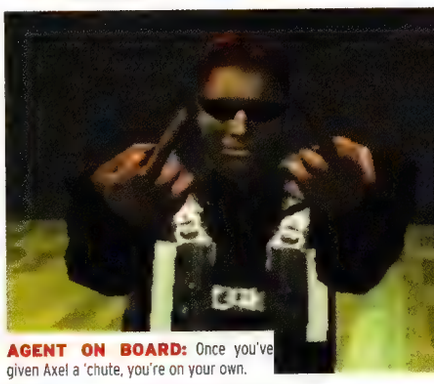
GOT IT! When you're in the lobby, use the pillars for cover and hide to recover Focus.



ANSWER THE PHONE: Don't try and fight the Agent, just keep running.

JACKSON IN STEAM: Try to avoid using your guns, there's lots of stuff that will explode.

HANGARS: Use the sniper rifle to take down the guards standing on the plane.



AGENT ON BOARD: Once you've given Axel a 'chute, you're on your own.

which makes Ghost pop out of the passenger window and start blazing away.

The toughest bit comes after you get a message saying, "SURVIVE FOR TWO MINUTES". You'll see two sets of lights. You need to get through the second set, but they're all red, and will only open after they've all turned green. Luckily there's a circular section of road just to the right, where you can keep moving. Ghost works the same way as your focus bar, and has to recharge when depleted. After two minutes, the barrier will raise.

3 CITY ROOFTOPS

3.1 ANSWER THE PHONE

It starts off simply enough (assuming you realise you need to super jump over the gaps). Climb a couple of ladders and open the door leading to the phone. Sadly, there's an Agent standing behind it. From this point on – you run, as there's no way of killing him. The route doesn't really split at any point, although you'll crash through a couple of roofs, and some police try to hold you up. If you run past them you'll save time, but not killing them means that the Agents can transport into their bodies and keep up with you quicker. Be prepared for lots of super jumps over gaps, because falling down one will kill you, and you'll have to start again. Inside one building, just after two cops and around the corner from a staircase, there's a health kit.

4 THE AIRPORT

4.1 CHECK IN

You're in the airport now, and you need to get past security and past the check-in desks. Find the escalators and head down them. This whole area is basically a long, wide corridor, which a few police dotted around it. Towards the other end of it, on the left, is a baggage conveyor which you hop onto, to get to the next subchapter.

4.2 THE BELTS

First step, turn the belts back on. The two large white doors on the left wall lead to the same place – another, similar room. Carry on through again to the third room, which contains three riot policemen (one of whom has an Entry Shotgun) and the control room. Press the button to turn on the power, then walk up to the gantry and pick up the Stun Grenades. Walk along the gangway, then through the door, only to be warned an ambush waits beyond. There's a guy with a shotgun just beyond the door, and more police with some MP5s around the room too, so be prepared. Keep working your way through the rooms, using Ⓡ to disarm the copper where possible, until you get to conveyor belt 10.

4.3 JACKSON IN STEAM

Through the door is a corridor crisscrossed with pipes and various explosive stuff – not to mention riot police. Try not to use your guns – death is a heartbeat away in this place. Also disarm them whenever possible, because they have a habit of blowing up cannisters. Bear in mind they'll pick their guns back up if you don't finish them off. When you reach the complex of tunnels, it's easy to get lost, but as a general rule of thumb, if you encounter some guards, you're on the right track. The arrow will also appear after a while, leading you to tunnel 7R.

4.4 JACKSON IN STEAM 2

Similar to 1.10, you just need to run away from an Agent here, all the way along the passageway until you get to 7R, where there's a ladder right at the very end. Use your Focus to outpace him, but don't make the mistake of taking him on.

4.5 HANGARS

Take out the small group of riot police in the first hangar, then run around to the second. You need to find a way up to the next level, and there are four guards sitting at the base of the obvious route, the staircase, but they won't be hard to take out. If you want an even easier option, go up the stairs by the plane's nose, for some more stun grenades and a copper just asking to get his neck broken. Halfway up the stairs is some health, if required. Clamber up the boxes to the high walkway, and go through the door to your right. Keep moving through the corridor and you'll get into the last hangar, with a plane clearly crawling with bad guys.

Use your sniper rifle in Focus mode on the visible enemies (assuming you picked it up, otherwise the M16 will do fine), then take the lift down and run along the wing, opening the door, and picking sniper ammo. There are two cops with shotguns inside, and limited space to dodge, so take them out quickly. There's some health at one extreme end of the cabin, and a door that opens out onto a staircase at the other, guarded by more cops, two of which have more sniper ammo. Run on top of the plane for yet more sniper ammo – for the M95. Keep your eyes peeled for another little squad of cops, then run to the next hangar for another cutscene, and a save point.

4.6 THE BOWELS

Irritatingly, most of this section is in pitch blackness, so equip the M95 or 335G Sniper Rifle, and periodically peep through it's night vision scope to detect upcoming snipers. Remember you can still sidestep with L2/LT while zoomed in, but not move back and forth. After a couple of lone snipers three guys will charge you – go for a trio of headshots, and move slowly forward. Another trio will descend from the stairs, and one last group.

Move on up the stairs, then through the left hand door for another cutscene, and save point.

4.7 THE PLANE

Another hangar full of SWATs, this time with SMG 9mms. Kill them, nick their weapons, and climb the ladders at the end, where Ghost waits. Follow him through to the next hangar. All the enemy's attentions are on Ghost, so pick off as many as you can and he'll take care of the rest. You can't get past those steam-venting pipes, so slide down the ladders instead. When you get to the floor, another cutscene kicks in.

4.8 AGENT ON BOARD

Your first job is to find some parachutes for you and Axel – they are inside the caged area, and all you have to do is press Ⓡ to pick them up. Kill any resistance that you meet, and get back to Axel. Open the back of the plane up by pressing the obvious button, and – oh look, it's another cutscene. Basically, you're left with your first boss fight, and your first one-on-one with an Agent. You can't kill him, unfortunately, so you have to get rid of him somehow. Knocking him out of a plane without a parachute should do the trick, but first you'll need to open up the rear of the plane again, by pushing the button. Do this first of all, using Focus, so you can run right past the Agent to do so. Keep pushing him back with combos and throws, particularly the Focus throw, but be warned – it's very very easy to fall out of the back yourself, so be careful. Oh, and there's an invisible wall to the side of the ramp, so only try to knock him off the back. Cutscene, as per usual, followed by a nice movie clip.

5 THE SEWERS

5.1 ABYSS

You'll have just reached the top of your third ladder before anything actually happens – protecting Ballard. There's one guy on your side to kill, steal his sniper rifle and shoot his friend on the other side, nice and easy, then there's another ladder to climb. Make sure you snipe the cops as early as possible, they can kill Ballard in a couple of shots. There are three of them in a line – they are hard to spot, so use your Focus and make sure you get them. Follow the gangways across, picking up their ammo, then down the ladder in the central column to end the subchapter.

5.2 ABYSS 2

First things first, take out shotgun boy. If you are quick you can grab him before he even turns to face you. Move around the perimeter of the column you're on, to snipe two more cops. If you face the column where you first start from and back away,

ABYSS: You MUST keep Ballard alive, so use Focus to get more time to scope guards.

there's a sniper standing directly up from you, too. Or you can climb the ladder up, along, then down again to pick up some ammo, then back to the initial column, and down the stairs and then the long ladder. There's some health here if needed. The phone will start ringing as soon as you've killed all the cops, and the phone is back on the very first walkway. Answering it prompts a cutscene.

Run to the ventilation fan on the right, and grenade it using Ⓐ. You need to hold it down, then let go to throw. Remember, you're going for the fan, not the fenced off door underneath. Simply running through here and into the alcove on the right finishes the subchapter.

5.3 PUMPED

Follow the arrow until you get to a series of large rooms, and kill the cops inside, leaving a trail of destruction until you reach a turning on the left. If you get your back to the wall, you can peer around and kill a shotgun copper without any trouble. There's another just inside, and a third on the upper level, just asking to be sniped. To get to his ammo, and indeed to progress, climb the ladder that's tucked away in the corner, and make your way past those generators.

There will be a cop around a corner to the left, and another distantly to the right. Fortunately, the left-hand fella will blow himself up. Unfortunately, in doing so he ruptures a steam pipe, which will block the way for you. Directly behind you is a ladder, so follow where it leads. Follow the cops, killing them as you go, and you should spot a doorway guarded by two

SWATs, so head through. Drop down the hole, only to be told you need to find a way to the upper levels.

Bear left, until you hear a SWAT reporting in, then proceed with caution. You need to jump up to the right, kill the cops beyond, and follow the only route forward – you'll end up on the other side of the fence that blocked you off just before. The room beyond is large, with half a dozen enemies, but plenty of places to take cover. Once cleared, there's a large machine on the far wall, with an obvious button to push. Pushing it not only cuts off some damaging steam, but conjures forth three more policemen with big guns. Kill 'em and find a ladder with a shaft of light coming down it – the end of the subchapter is just beyond.

5.4 ICE AND CORRUPT

Your task here is to keep not one, but two other rebels alive, Ice and Corrupt. It shouldn't be too hard – the first two SWATs you see have their backs to you, and Ice and Corrupt take care of the rest, pretty much. You need to clamber up some pipes to try to get to the upper level, but a hidden grenade will explode, knocking you back down, and spawning a whole heap of extra cops. Find the ladder up when you're ready. This room is a bit tricky, just because the cops irritatingly keep spawning, and you need to place demo charges on the three anchors around the wildly oscillating shaft, ideally before either of your friends gets shot to death. The resulting explosion opens up an air shaft, so jump on in.

5.5 WATERWAY

The way on is extremely linear, and the only problem you might face here is with the spiral staircase – attempt too complex a combo on the plethora of enemies who inexplicably appear behind you, and you may easily tumble rapidly to your doom. When you get to a bridge, the game will

tell you that you need a flashlight in order to go down into the sewer. There's a handy ladder to slide down, and the light is easy to find once you're down there, but watch out, because as soon as you pick it up, a grenade will get dropped down nearby, followed by three cops.

After dealing with them, get back up the ladder, equip a weapon (thereby activating your flashlight) and continue on. You'll prompt another set piece – a SWAT team is planning an ambush on your mate Wurm, so sneak along the tunnel to the right, without getting too close, and kill them from behind. After clearing them out (don't forget the two pursuing Wurm behind the grate), go right to the other end of the sewer, where loads of agents are standing in wait. Going in all guns blazing is not recommended here, so pick them off and don't be afraid to retreat when low on health. Once they are all dead, a large SWAT team will storm down the sewers towards you. Take cover, then Focus and dive out, Mac 11's blazing. There are two more sentries then a tunnel leading downwards.

Advance to the creaky plank bridge and look down and to your left. Four SWAT team members look hungry for a grenade down there. Amusingly, not even their corpses will remain, but the health pack will be fine. Do a super jump over the gap in the planks and that's another subchapter done and dusted.

5.6 WATERWAY 2

Turn back on yourself if you want to get the free health pack, or just keep going and eliminate the tightly packed group of SWATs a little way along the sewer. There's another health pack by one of the locked doors on the left, and the last door on the left is unlocked. So go through. It gets a bit quiet, but then the tunnel opens out onto a larger area.

Clear the upper level out, then slide down the ladder and take out the SWATs here too. Another plank to cross, but watch out for the copper hiding in the tunnel on the left. Jump up and follow the tunnel through, blowing another three SWATs away. Super jump across the gap, or shuffle along the narrow ledge if you're feeling brave or have already killed the sniper opposite. Make a couple of tricky jumps to the broken pipes below, and there's some health sitting there as a reward. You can then drop through one of the cracked sections to get to the next sequence of corridors.

A ladder leads up to a narrow walkway, but watch out for an ambush from behind as you cross it. It's just a little further, now, into a room with two guards who are standing behind mesh doors. Fall down the hole in the middle of the room to finish the subchapter.

5.7 BREATHING ROOM

Don't worry – this first area looks a lot more complicated than it actually is. Just keep on bearing right and try to get through the doorway as soon as possible:

an explosion will repel you, and that's when the gunfire starts – from all around you. Get to a decent place of cover, and take them all on. It's easy to get disorientated here, just keep your eyes open for a small room with a hole in the floor you can drop through.

Carry on going until the sewer opens out again, into a familiar looking stretch. Be warned – one of the first things the SWAT in here do is lob a load of grenades your way, so either charge straight past them, or take cover. Once everyone in here is toast, head up the stairs in the middle. You'll find yourself in a long, wide passageway consisting of interconnected walkways, with quite a drop below you. Move along, methodically clearing out the token opposition, until you reach the end,

where two SWAT guys will roll in from the sides in an attempted ambush. Teach them the error of their ways, then move onward through the narrow tunnel on the right hand side, which just connects you to another similar passageway. This time, there are two SWAT guys taking cover behind columns, and a gap in the floor you have to jump over.

The next area has a sunken section containing the first bunch of baddies (and a much-needed health pack), so deal with them then exit through the door opposite the way you came in. You'll end up on a walkway raised above on end of a room containing three SWAT, so snipe them and jump down, pick up their ammo, and down into the hole.

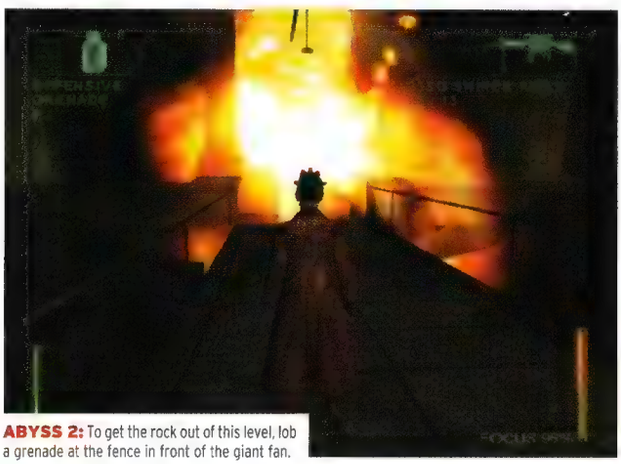
5.8 MALACHI AND BANE

It's a fairly simple matter to work your way to the other side of this area, pausing only to pinpoint the positions of snipers and return fire. You should see a broken section of fence with a wire stretched out above it at one point, so move down it hand over hand. You'll see two SWAT casually wandering along beside you at one point, but don't panic. Just keep going, you'll drop automatically, and can immediately engage them in combat. There's a ladder down at the end of this section, but watch out for the sniper way off to the left.

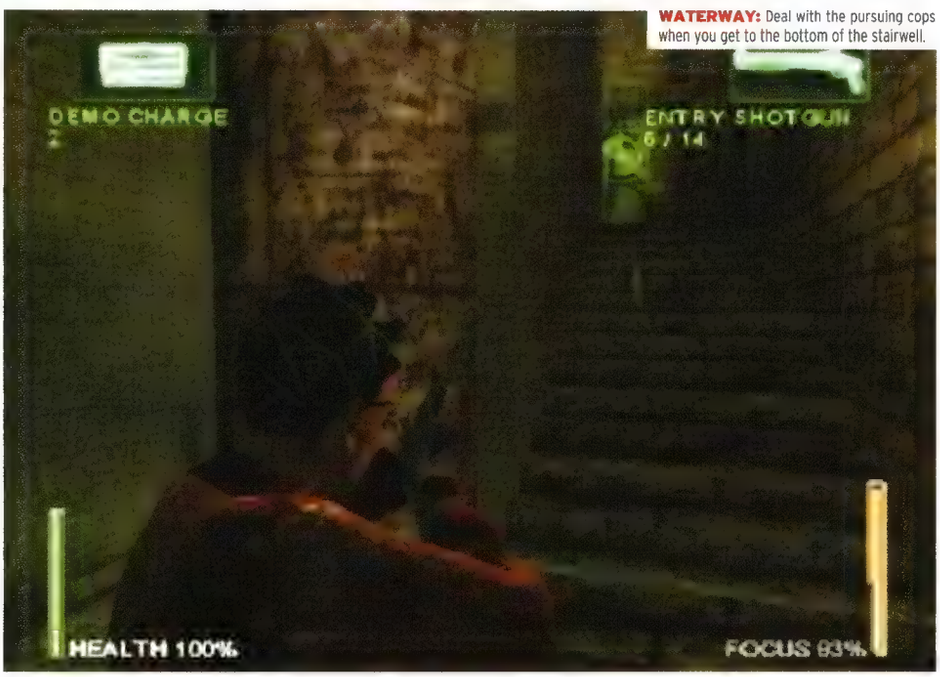
On this lower floor, snipe the two SWAT team guys that you can see in the corners of the level, opposite the end you came down in, then take another ladder down (the central one, not the two close together). From down here you can leap up to the lip of a sewer pipe and run in. Follow the passageway through into the next open area. The guys in here are a bit nimble to snipe, even when you're Focussed, so you might want to consider wading right in. This section of sewer is fairly open, however, with regular cover along the walls, and it shouldn't be a challenge to clear it of SWAT presence. Simply run through the last pipe, and finish the subchapter.

5.9 MALACHI AND BANE 2

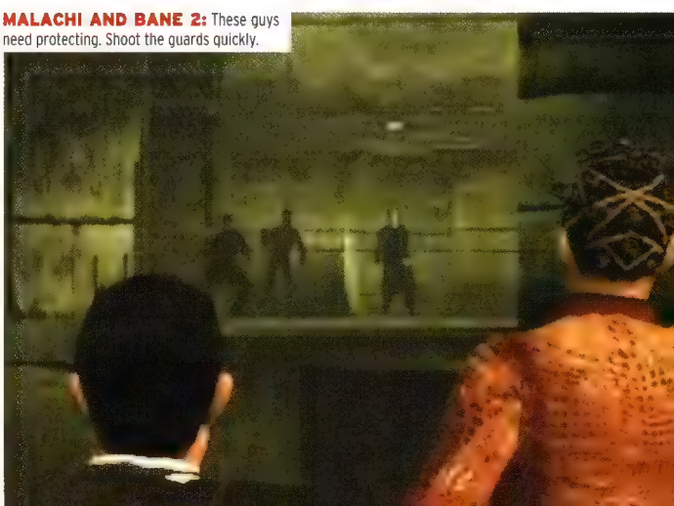
The best thing to do is to find the nearest ladder and get up it – kill the SWAT guy on top of it, and use his position to identify and eliminate other SWAT snipers shooting at Malachi. Ballard will also pop up, and you'll have to protect him too. Get to know where the SWAT like to hide along the bridge, keep your eyes open, and you'll be fine. Until the Agent comes along, anyway. Lucky Ghost's there to save your ass. Not



ABYSS 2: To get the rock out of this level, lob a grenade at the fence in front of the giant fan.



WATERWAY: Deal with the pursuing cops when you get to the bottom of the stairwell.



MALACHI AND BANE 2: These guys need protecting. Shoot the guards quickly.

to mention the Keymaker. Ooh look, another movie clip.

6 THE CHATEAU
6.1 GREAT HALL

This is just a cutscene.

6.2 SHADOWS

None of the rooms have anything in them, so run down the corridor, down the stairs and along until you trigger a cutscene where you rather embarrassingly succumb to a single blow to the back of the head. And that's it, the whole subchapter done.

6.3 THE ATTIC

When you wake up, you'll be in the attic armed only with a wooden stake. You will automatically use this on the enemies in this level, to finish them off. Trying to leave the room prompts three vampires to attack you. Beat them Vlad, will take you on. He's a pretty tough cookie, but if you get into trouble health-wise, just run in a circle until it's regenerated. After a certain amount of brawling, he will eventually fly off, and the Keymaker will lead you to a new area. Luckily for you, the first vampire you face has a 1911 pistol you can nick. It's a real labyrinth in here, but look at the ceiling and follow the pipes to the end of another tiny subchapter.

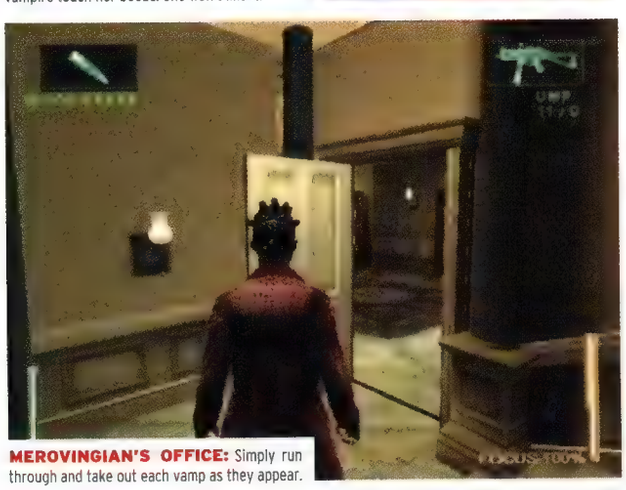
6.4 PERSEPHONE'S BEDROOM

There's only one way out of the bedroom – into a storeroom full of weapons (crossbow, UMP, 1911 pistol) and a health pack. Make the most of the housekeeper's genorosity. When you get back into the bedroom, Vlad watches as you polish off two vampire thugs, then takes you on again. Pest. Again, if you struggle, run in a circle to keep Vlad off your back. Your health may not recover, but your Focus will, allowing you to slow him down and counter more effectively. Sadly, you can't run back into the storeroom and pick up the health pack mid-fight. Once you've staked Vlad, your health will start regenerating, so hang about for a bit until it has, then leave through the open door. The last door on the left has a health pack inside, but the way on is the door at the end of the corridor. Call the elevator by pushing the button – getting inside ends the subchapter.

6.5 MEROVINGIAN'S OFFICE

Run into the small library room and kill the vamp that attacks you there. In the next room you should be able to hear a phone ringing somewhere. Head through the double doors to activate another cutscene. A shirtless vamp busts in suddenly, so kill him and move through the door that he clearly opened to get to you. Another topless vamp to dispose of in the next room, then run up the stairs to the next room. Kill the two vampires in here, and

THE ATTIC: Do not, at any time, let the vampire touch her boobs. She won't like it.



MEROVINGIAN'S OFFICE: Simply run through and take out each vamp as they appear.

THE DUNGEON: Cujo isn't that hard to defeat as long as you keep recharging Focus.

once again use the door they bust through to move on.

6.6 GARAGE HALLWAY

This is a very simple sequence of opened up rooms with two paltry vampires to kill. And that's it.

6.7 RETURN TO THE GREAT HALL

Run forward into the other room (about two steps) and you'll get a movie clip. Of something very nice indeed.

6.8 THE DUNGEON

Run down the spiral staircase, through the open gate, and into the wide open wine cellar. There's a pair of vampires and a pair of health packs in here. Kill the vamps and run down the stairs into the kind of amphitheatre place. Here is where you face Cujo, who isn't even a dog. He's actually considerably easier than Vlad, but when you get him to about half health he will summon a couple of henchvamps, and run around the edge shooting at you. Dispatch them post haste and he'll return for more of a drubbing. Watch out for his charged up double-fisted attack, which seems to render him invulnerable – just run away. Other than that, it's business as usual. There's only one way out, so take it.

6.9 CAIN AND ABEL

Simply peg it down the passageway until you trigger a cutscene. Open the door into Ghost's cell and you'll automatically pick him up. Lug him along the corridor until those evil brothers arrive.

Cain and Abel aren't tough fighters, but the aim is to detain rather than defeat them. All you have to do is knock them close to a cell door, and the prisoner inside will grab hold of them for you. Which is a bit of a result. Pick Ghost back up and carry him forward (following the arrow

that's clearly highlighted) until another cutscene takes over.

7 UNDER THE CITY
7.1 TWINS IN PURSUIT

A straightforward driving section where you follow the arrows and try to keep the twins and the police at bay with Ghost. The turns can come suddenly, so you can double back on yourself, so be prepared.

8 THE FREEWAY
8.1 CHASE MORPHEUS

Very, very easy. Just hold down ⊗ and steer when needed. There aren't any turnoffs or even sharp corners, only a long long stretch of freeway, and a car full of Agents you can keep away from you with Ghost. A brief movie clip, then on...

8.2 THE TRUCK

All you have to do here is mash the accelerator and destroy any and all police cars that bother you on the highway. If you don't get to the truck in time you'll fail the mission, but on the plus side you don't have to do anything once you reach it, and your reward is a tasty movie clip.

9 THE POWER PLANT
9.1 REACTOR FOUNDATION

As you run to the other end of the hall, quickly duck behind some cover as the security guard wanders through the door – that way you can sneak behind him and choke him out. On the other hand, he's basically no threat to you whatsoever, so do what you like to him. There are two more pistol-packing guards in the next room, and plenty of cover in the room after that to work your way towards the four guards – two of which have Entry Shotguns to steal.

Climb the ladders then the wire fence, and kill a guard with a shotgun, before climbing another fence. You'll get a message telling you to stay out of the light, since Ghost is shooting them out. Once he's finished, sneak along the ledge and up more wire mesh. This is less than obvious, but when you see the square hole, don't drop into it, but sneak around the edge until you get a cutscene.

All you have to do is run through the area while Ghost provides you with support, kill the SWAT guys if you feel the need, and following the arrow to a ladder, then along the ledge. Keep following it to finish the subchapter.

9.2 REACTOR FOUNDATION 2

Down the slope and around the corner, the trusty arrow will keep you on the straight and narrow. There's a guy with an enormous machinegun, a G36, which is painful, so Focus on him. Around the corner is another area riddled with areas of cover, and a gang of SWAT guys with some fairly serious weaponry, so make plentiful use of your Focus. This whole section is full of doorways and corners to hide around, so be stealthy. Climb the ladder to the next floor.

You'll get a warning about snipers across the way, but there's plenty of cover to run to. Kill the two SWAT with pistols and run from pillar to pillar, ducking the bullets. Keep running into the next corridor, until you're back in open air. There's another sniper who immediately start taking pot shots, and two SWAT taking cover along the only route forward.

After running that gauntlet a message will appear telling you there's a way out at the end of the pit. Slowly made your way around the rocky floor, there are lots of SWAT here and you don't want to get surrounded. Take regular breaks to regenerate health, too. Find the ladder in one corner and get up it. Run to your left along the ledge, blasting at the three snipers shooting back with Focus, and the end of the subchapter is just beyond them.

9.3 NUCLEAR SHIPPING

After defeating the two security guards, leave the little room by the only exit. Another SWAT sniper is here to make life harder for you, but there's not much you can do about him for now. The building you were in is in one corner of a large

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

compound. Head for the docking bay doors, and kill the handful of SWAT members who guard them. Make sure you get them all, because one of them drops Offensive Grenades you can pick up. Opposite bay 4 there's an open trailer with health inside, if needed.

Go through the double doors in the left corner, and get ready to shoot two snipers above you, one to the left, one to the right. As you advance, be prepared for one more gunmen above you and several on the same floor, taking cover behind those cannisters. If the guards standing on the walkways can't see you, because there's a metal plate in the way, they will just stand there, so line up a shot, take out the metal plate, then shoot them in the face. The door at the end marks the end of the subchapter.

9.4 TRANSFORMER FIELD

Another arrow to follow, which simplifies matters. The goal is to get to the top of the structure, killing all resistance as you go. It's just up the ramp, and the switch is obvious. After a cutscene, you also pick up a grenade launcher which kills people by drowning them, strangely. Heading back down the ramp triggers three SWAT team members to attack, so if you run quickly back up the ramp you can fire a grenade in their midst from on high, and see the effect for yourself. Or just kill them normally if you like. Follow the arrow again, through a small room, dispose of the two hidings SWATs, and run to the end of the corridor to end the subchapter.

9.5 TRANSFORMER FIELD 2?

Keep following the arrow, killing the individual SWAT guys as you go. It's a long route, but very linear (again), and there's nothing particularly challenging at any point, so you can breeze through. Follow the basic rules, and it will take time but little effort on your part. You will eventually find a ladder, scaling which ends this long, tedious section.

9.6 GENERATOR TURBINES

It's very tempting to aim your shotgun at that nearby SWAT's head. So do so. This will attract the attention of three machine gunners in the control room, which is a quite a way off, so get your Focus going and pick them off with something long range. The grenade launcher will work exceptionally well. Once they're dead, you'll be told to get to the second floor and activate the control panel.

Jump down to the place where that first guy was standing and work your way to the control room, which is accessed from above. The room you want is downstairs. After a cutscene, carry on through the passage, and down the stairs. Kill the two guys, pick up whatever ammo you're missing, and jump kick through the glass to continue on. Only one of the doors opens – into the ground floor of the room you started in. Make your way to the far wall, and through the door. There's only one way to go, and it ends the subchapter.

9.7 GENERATOR TURBINES 2

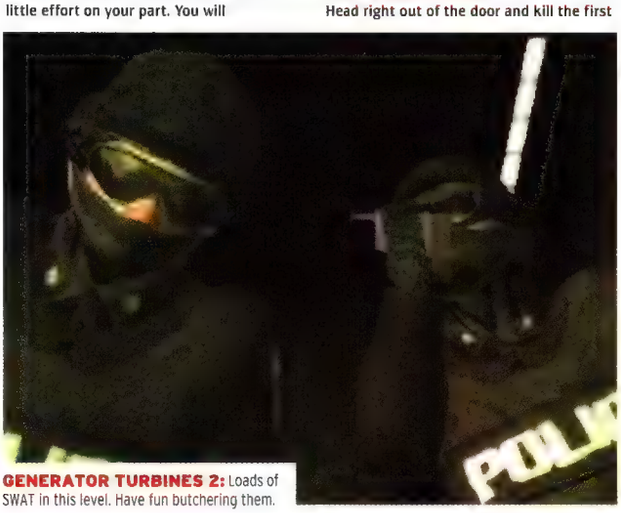
After the cutscene, you'll find out you need to find Generator One. There's some health to the right, in a little room. Each doorway is numbered, so it's just a matter of working your way through, killing stuff. Once inside the generator, climb up the various ladders, and plant the bomb with ⓐ. SWAT will immediately appear, and you can take them on or simply run away – but don't double back, run past the bombed area, and down the zig-zag walkway through to generator number two. Use the doorway for cover, shoot the two advancing SWAT, and into generator room three – watch out for a sneaky abseiling SWAT here. The fourth room's walkways look insanely complex, but there's only two SWAT to swat and then you're into the last generator room. When you slide down that first short ladder, several SWAT will abseil in, but there are soon taken care of. Down the ladder, down the ramps, and that's it.

9.8 CORE CONTROL

This is just a cutscene.

9.9 THE CORE

Head right out of the door and kill the first of the SWAT team that attacks you. Others will be sniping at you from the central structure, so find and eliminate them. The whole place is set out like a gradual spiral inwards, so the route is clear, you just need to make sure you kill everything along the way, and take regular breaks when your health/Focus is low. Don't relax too much when you reach the inner ring, because more SWAT spawn on the outer ring, and start firing inward. As long as you're methodical and don't take too many chances, you'll be fine.



GENERATOR TURBINES 2: Loads of SWAT in this level. Have fun butchering them.

9.10 AGENT ESCAPE

Uh oh, another Agent... Duck through the ventilation shaft – there's a cutscene waiting at the other end of it. Kill the SWAT, but watch out, because the Agent will shortly arrive. Get back in the lift, which will take you up – unfortunately, it takes you into a room stuffed with explosives. Simply put, run like blazes, straight down the middle. End of chapter.

10 CHINATOWN

10.1 SERAPH'S TEA HOUSE

The fight against Seraph is an important one, because if you lose, you don't even get to play an important chunk of the game, so make sure you're on top form. Victory earns you a cutscene. Failure sends you straight to the last section, with the Logos hovercraft.

10.2 VERTIGO

Run run run! Agents are everywhere, so keep one eye on your arrow and the other on the screen, looking for the way forward. If you get too close to an Agent, he's likely to do a cocky one-armed throw on you. As soon as you get up, he'll just as likely throw you again, so instead of trying to run, do a wall jump or something snappy to distract him.

You need to find a staircase up, nip through the window, and start running around the outside of the building on narrow planks. It's perfectly possible to find places to stand that, if the Agents can't actually see you, mean that you can regenerate your health and Focus back to full, which you will probably need to do more than once. At one point the combined weight of you and an Agent will cause the planks to collapse down to the next level. From here, work your way steadily down one set of sloping planks and up another until you reach a point where you have to super jump off the end, and smash through a window.

One cutscene later, it's time to start running around inside the building. Trying to summon the lift only makes an Agent smash through it, but it's still a way through. Get to the next lift to activate another cutscene and end the subchapter.

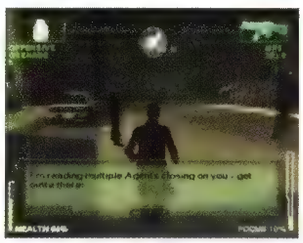
10.3 SMITH'S TRAP

Back in grotty Chinatown – there's only one exit. Keep heading downstairs until you get access to the alleyway, then turn left and follow the arrow. Wind your way through the backstreets until you hit a white door. Keep heading through, and the Agents will start swarming. Smash through that red door, past the Agent, and keep running. Head up the fire escape, even though the arrow tells you your target isn't above you, and keep running until you fall off (don't worry, it's supposed to happen).

10.4 ON FOOT

Your objective now is to get to the police station. You can run overground, or alternatively find a windy underground passage that brings you out pretty much right at the station. Get the guns out of the boot of the police car, and run, Niobe, run. The route will take you through shops, houses, all sorts – don't think too much about it, just trust in the arrow. You will end up climbing another fire escape, busting through a few more doors, and finally ending this subchapter.

THE CHURCH: Take care to note where the gaps between buildings are, else yer dead.



10.5 HARD LINE PURSUIT

Yes, yet more running. All the way downstairs, out of the door, then right. You will shortly reach the phone point, only for a grenade to blow it sky high. Damn! Take cover from the roadblock ahead of you until you recover all your health and Focus, then take them all out and climb the ladder up to the roof, along, then down again to street level. Keep running, clamber over the crates, nip down the little alleyway, hope over the fence, and that's another subchapter done.

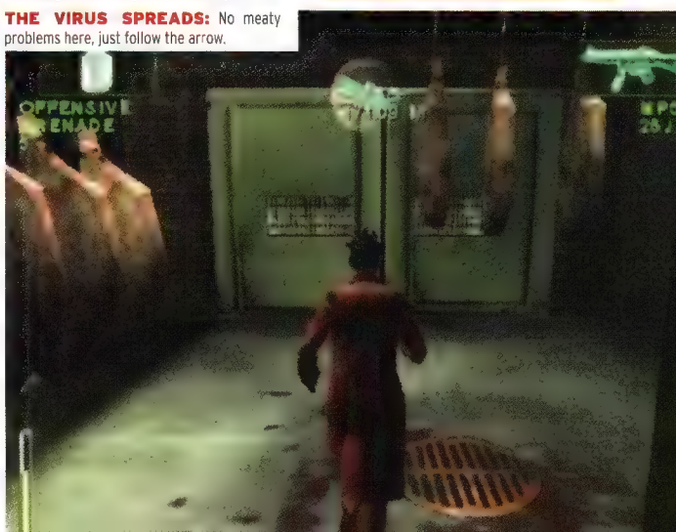
10.6 THE VIRUS SPREADS

Run into the butchers upstairs, then run out again. Turn right, run to the end, super jump off, then just keep following the cunningly placed arrow. You'll end up running along a wooden dock, and will have to jink left indoors, and then right again to the dock. The end is nearby – run straight for the archway and go through the door on the left.

10.7 THE CHURCH

Keep running upstairs until you reach daylight. From this point on you're going building to building via perilously narrow gangways, then through a red door and back indoors. Keep on heading upstairs until you get to the roof again, and super jump off it on to another ramp. One last cutscene – escape!

THE VIRUS SPREADS: No meaty problems here, just follow the arrow.



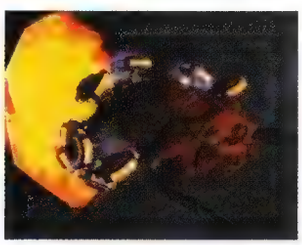
11 ONBOARD THE LOGOS

11.1 TUNNELS OF THE REAL

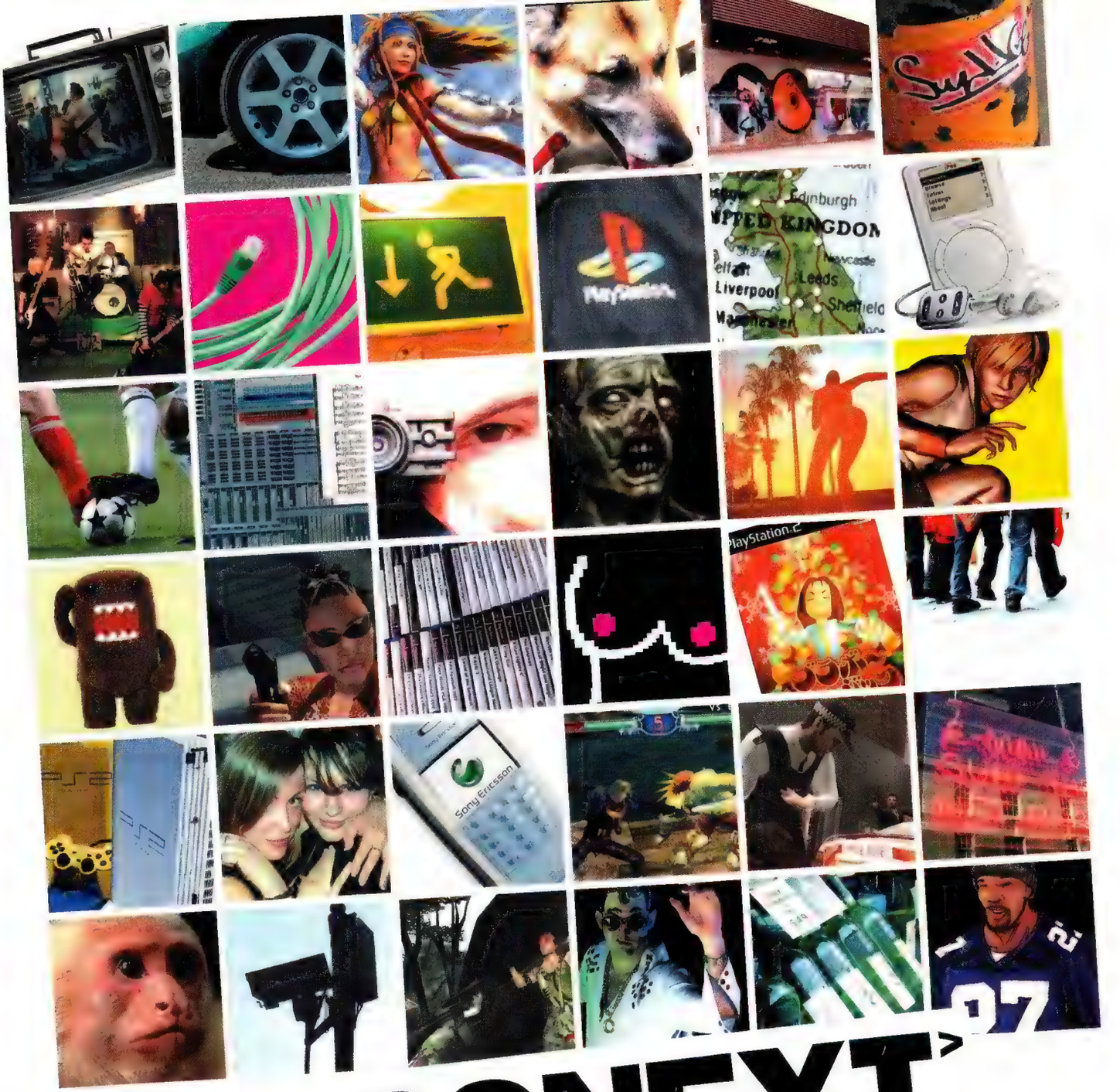
You'll get a whole bunch of new tips here, but the basic principle is to hold down ⊗ to accelerate, hold down ⓛ1 to fire, and career wildly through the tunnels. It's almost impossible to steer, so just smash through whatever is in the way. It doesn't do much damage, and it knocks off any Sentinels which have attached themselves to your hull. Don't worry if you don't feel like you're in control – that's normal.

11.2 THE RABBIT HOLE

Same as before, unfortunately. You will fly through rocky caverns and tunnels which offer more paths than before, but they all tend to lead to much the same place. A pause for a cutscene, and the same thing all over again, only this time you're being followed by some strange new robot foe. Just ignore it and tumble through the tunnels as randomly as before. As long as you roughly follow the arrows, you will quite quickly reach your final destination. After a short cutscene where you employ your EMP pulse to disable the cloud of Sentinels, you get a brief trailer for the third film, Matrix: Revolutions, and the final credits. Well done. PSM2



PART 2 COMING NEXT ISSUE!



PSNEXT

PLAYSTATION 2 AND BEYOND

Memo to Designer: Advert must include sumo wrestling, a teaser from our Gran Turismo 4 photoshoot, Final Fantasy X-2 (Rikku?), a dog (dogs are always cool), CDs, graffiti, a punk rock band, an Ethernet cable, some random signage, the PlayStation logo on Ken Kutaragi's jacket, a map of the UK, an iPod, a footy match, a screengrab from Reason or other music creation software, the pic of Terry fooling with the EyeToy, a Res Evil zombie, Grand Theft Auto: Vice City, Heather from Silent Hill 3, that Domo Kun character from Jap TV, Enter The Matrix, a stack of PS2 game boxes, a pic from the teletext porn feature, a Japanese game box (Bravo Music?), the alluring young ladies from the Krug, a next-generation Bath, a PS2 console itself (a limited edition coloured one?), the attuning something to do with the Internet, a monkey, a mobile phone (Sony Ericsson P800?), Soul Calibur II, The Getaway, something to do with the Internet, a monkey, a surveillance camera, SOCOM: US Navy SEALs, an Elvis impersonator, booze and Def Jam Vendetta 'job done

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PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

READ THIS FIRST!

Yo. Like we said last month, stuff like ammo and health drinks have a tendency to move about. But all the puzzles can be found exactly where we say they are on the maps below.

SILENT HILL 3

PART 2 SILENT, BUT DEADLY!

Still having nightmares? Allow us to take you by the sodden pyjama and lead you through Konami's most skank-soaked *'Hill* yet. You won't get a decent night's sleep without us.

SILENT HILL 3

AIM OF THE GAME

You wanna know the aim of this game? You must be joking. Survive obviously, but as to a higher meaning or any sense of completion once the credits roll? You might as well go piss in the wind. What we can tell you is that over the course of this second pocket – well maybe rucksack – guide to Konami's tourist trap from hell you'll encounter: a sewage sucker called Leonard, dead bodies falling from the sky and a Lovecraftian god who wants to chew on your pretty soul.

BARF WAY THERE

Right, eyes down, lunch up... Here we go on the last leg of this long day's journey into night. Before you go, remember to follow these three simple rules for ease of completion: 1) always keep an eye on where Heather looks – you'll be surprised on the stuff she'll locate for you, 2) always run, never walk, and 3) only ever use enough ammo to take monsters down – use you feet to finish them off. Stick to these and you'll be fine.

WHAT WE SAID...

PSM2 ISSUE #35 May 2003

"With the curtains closed and the candles lit, *Silent Hill 3* pulls off some sick and scary moments."

WHAT WE SAY NOW

Initially formulaic, Konami's masterpiece lacks tension until the wretched last few hours, when it cuts the brakes and crashes your emotions at breakneck pace

87

MALL UNDERPASS MAP

1. Wine Bottle, Beef Jerky x1
2. Shells x1
3. Save point, Health Drink x2, Bullets x1
4. Shells x1 – use the wine bottle on the kerosene heater
5. Use the oil-filled bottle on the machine and turn the hoist on to lower water levels, then go down the ladder
6. Dryer, Ampoule x1
7. Save point, Health Drink x1
8. Use the Dryer on the outlet
9. Climb the ladder to the office building

KEY

ITEMS

- FIRST-AID KIT
- AMPOULE
- BEEF JERKY
- HANDGUN BULLETS
- HEALTH DRINK
- SHOTGUN BATTERY
- SHOTGUN SHELLS
- SUB-MACHINE GUN BULLETS

WEAPONS

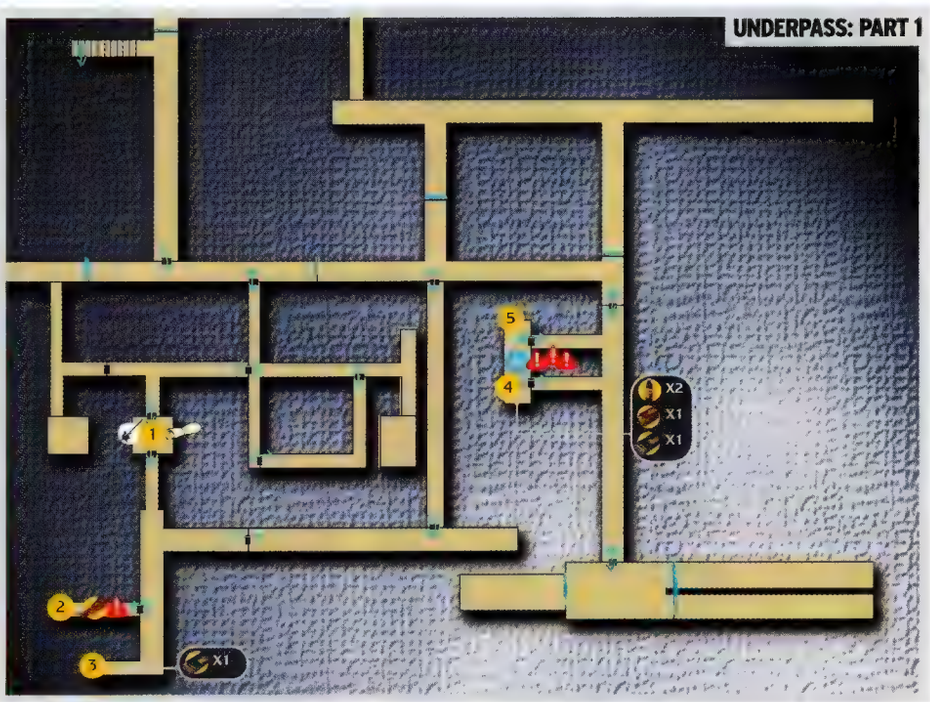
- HANDGUN
- KATANA
- KNIFE
- MAUL
- STEEL PIPE
- SHOTGUN
- STUNGUN
- SUB-MACHINE GUN

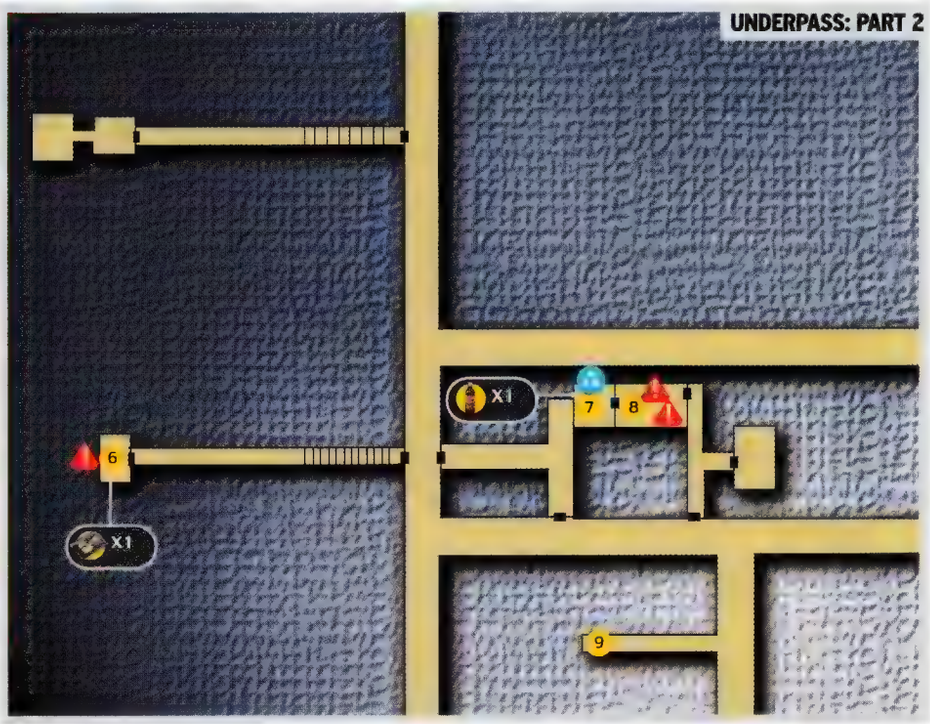
EQUIPMENT

- BULLET-PROOF VEST
- FLASHLIGHT
- PERFUME
- RADIO

EQUIPMENT

- NORMAL ROUTE
- OTHERWORLD ROUTE
- NORMAL SAVE POINT
- OTHERWORLD SAVE POINT
- STAIRS
- MAP
- KEY ITEMS





OFFICE BUILDING

There's no map for the first little chunk of this area. Save your game, then head to the top floor or the building, getting the Health Drink x2 from the bottom floor, and another Health Drink x1 and Bullets x1 on the top floor. Push the mattress into the hole in the floor and follow it down. Head through the window, run to the right, then duck into the next window.

3RD FLOOR (Map on pg 114)
1. Save point
2. First-Aid Kit x1
3. Bullets x1, Shells x1

5TH FLOOR (Map on pg 115)
4. Screwdriver
5. Katana
6. Jack

3RD FLOOR
7. Use Screwdriver on save room drawer to get the Rope (not on map)
8. Use the Jack on the lift doors, then drop the Rope down

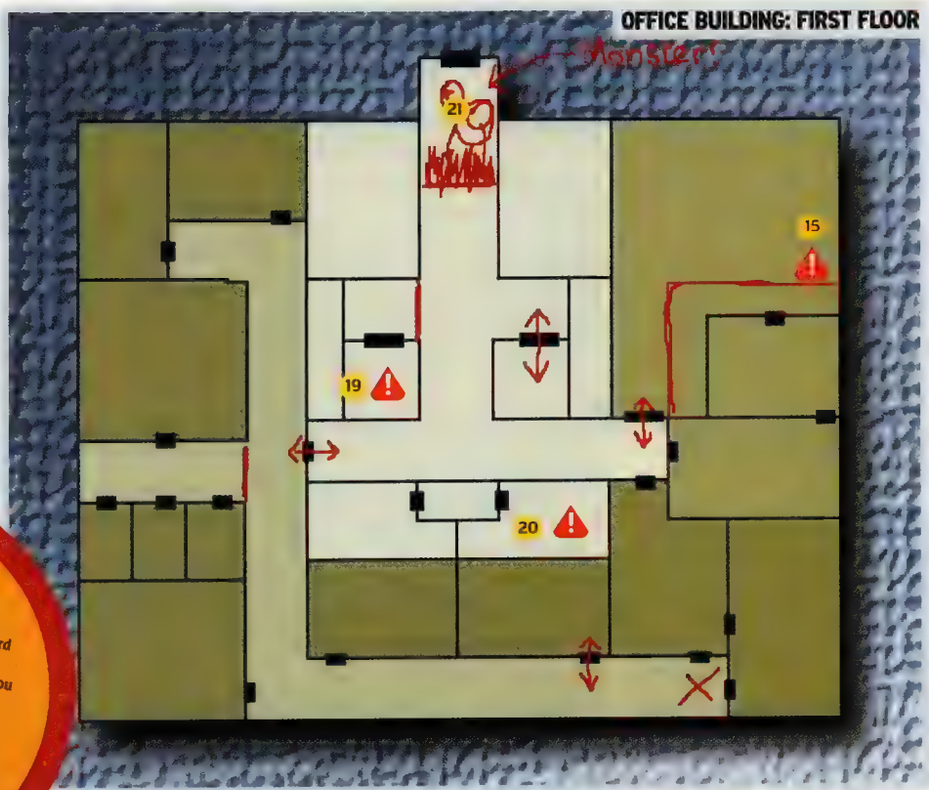
2ND FLOOR
9. Save point
10. Beef Jerky x1
11. Turn the taps on the bath to go to the Otherworld

OTHERWORLD
12. Bullets x1
13. Save point, note and photo on bed
14. Cutscene with Vincent, pick up First-Aid Kit x2, Health Drink x1, Oxydol, and read the science book on the desk

TOP TIP

When you get to the save room on the third floor of the Office Building, make sure you explore the desk thoroughly. The Rope you'll need later is hidden in one of its draws. Trust us, it's really easy to miss. Now use the Screwdriver and pop it open.

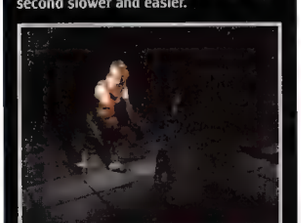
OFFICE BUILDING: FIRST FLOOR



OFFICE BUILDING: SECOND FLOOR

TWITCHY-HEADED SWORD-ARM BOSS

This guy killed your Dad, so don't pull any punches. The main problem is that your Shotgun and Handgun won't work, since he inevitably deflects the bullets with his blades. Equip the Katana, since it's your best melee weapon, and let him get close before swinging away. When he approaches, don't get scared and try to hit him early, because he will jump back every time. You need to get almost literally toe-to-toe with the big freak – timing is crucial because you still need to hit him before he hits you. Most of the time will be spent keeping track of him while he prowls around the rooftop, so keep moving. You can even corner him, if you're lucky, as he wanders randomly around. There are two attacks you need to be wary of – one where he dashes right through you from long range, and another where he rears back for a moment then slashes you. The first is difficult to avoid, the second slower and easier.



OFFICE BUILDING CONTINUED

OTHERWORLD 1ST FLOOR (Map pg 13)

15 Pork Liver, Shells x 1

OTHERWORLD 5TH FLOOR (Map pg 13)

16 Bullets x2, matchbook

17 (Not on map) Save point. Combine Pork Liver, Oxydol and Matchbook and use it by the Flame Purifies All painting, then walk through the hatch that appears

18 (4th floor) Pick up a Silver Coin, then use it in the drinks machine, you'll end up with the Life Insurance Key

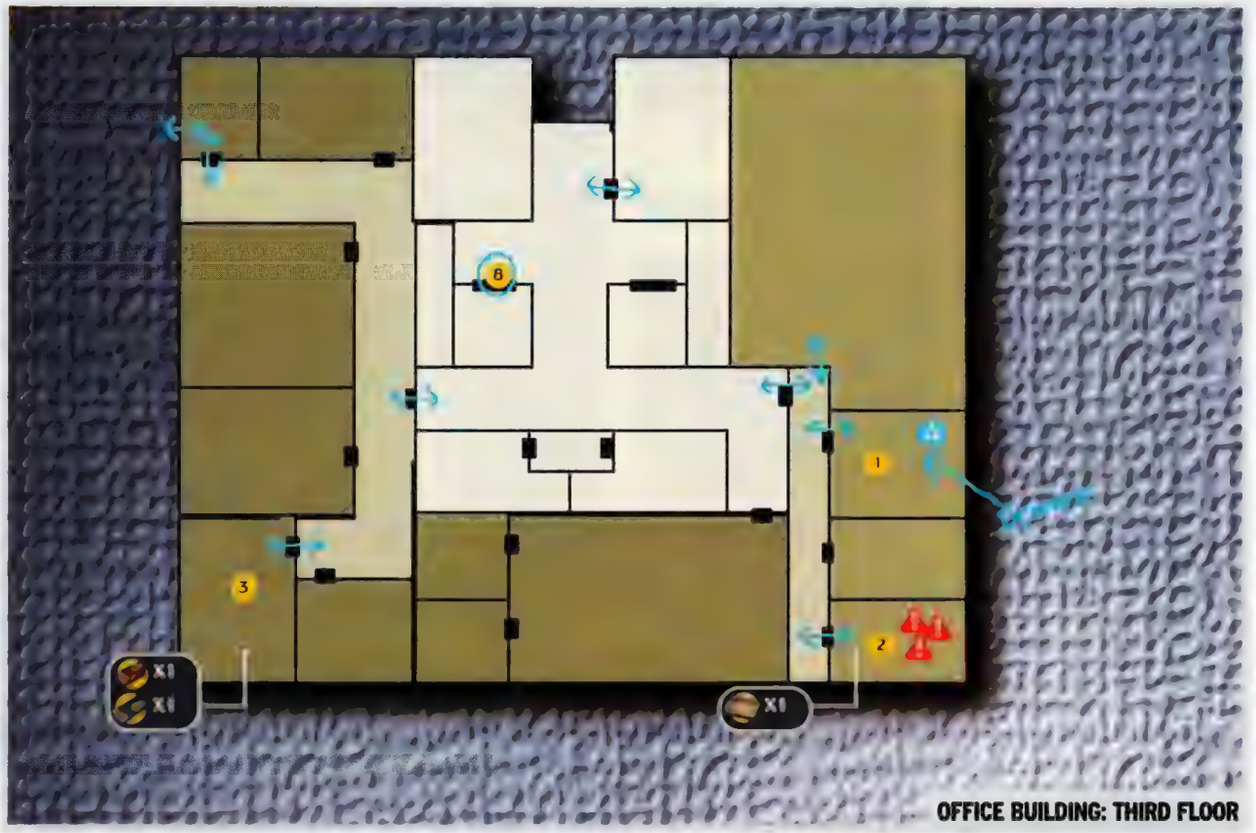
OTHERWORLD 1ST FLOOR (Map pg 13)

19 Open the door with Life Insurance Key

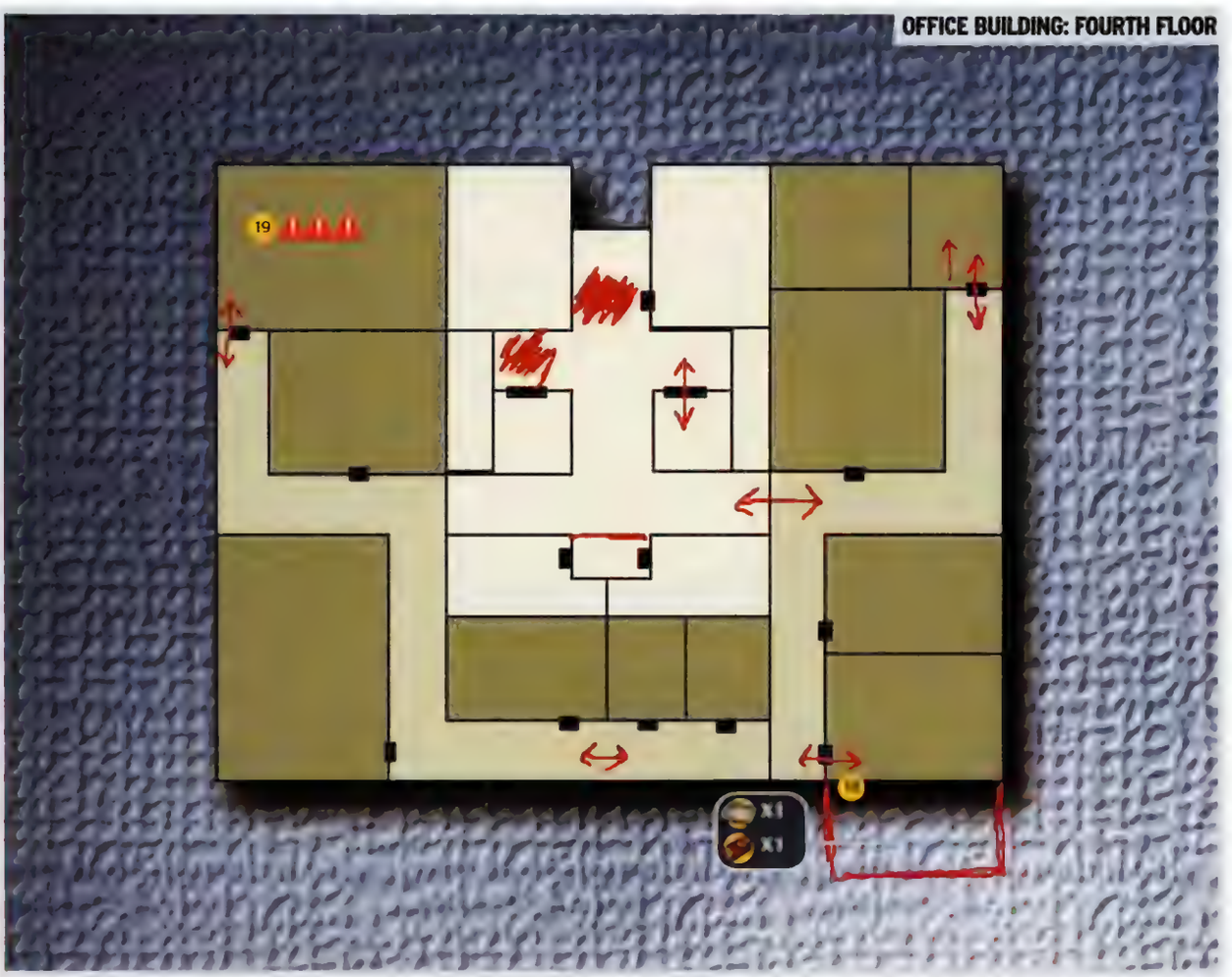
20 Read the last pages of the fairy tale

21 Leave office building, then run along the road, down the alley, and into your apartment building (in the real world). Use your house key in the front door (number 102), and watch the cutscenes. Pick up the Stun Gun and the two batteries from your bedroom drawer before leaving for Silent Hill.

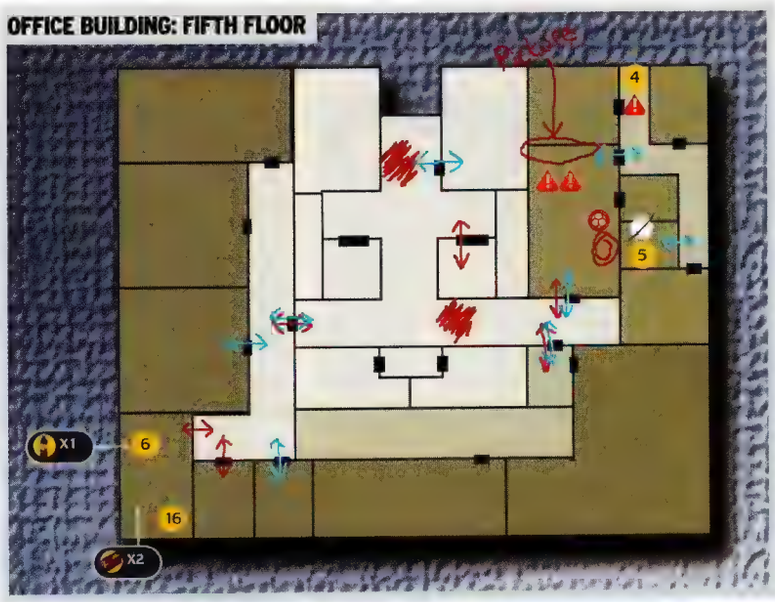
IT'S ROPELESS: See? Your line's too short. Better find something soft to land on.

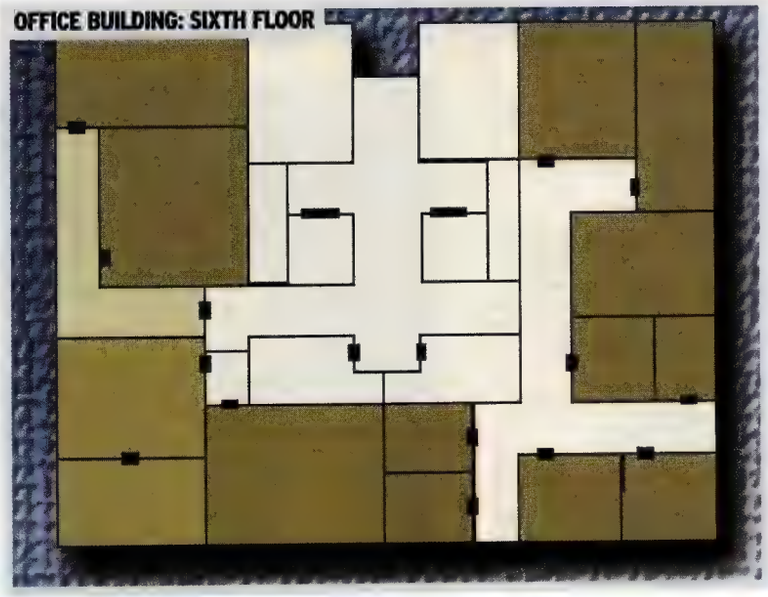


OFFICE BUILDING: THIRD FLOOR



OFFICE BUILDING: FOURTH FLOOR





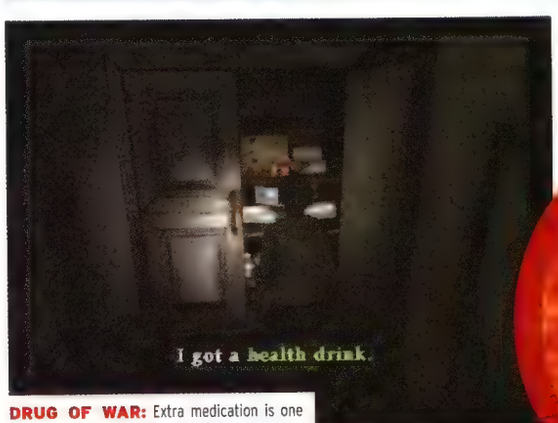
BROOKHAVEN HOSPITAL

1ST FLOOR

1. Hospital Office – Save Point, Hospital Map, Health Drink x2
2. Visiting Room – Stanley Coleman's diary/Doll No. 1
3. Doctor's Lounge – Medical records for Leonard and Stanley
4. C2 – Ampoule x1 (guarded by three nurses)
5. (Not on map) C4 – Stanley Coleman's Diary/Doll No. 2 – key stuck to wall with glue (can't get it yet)
6. Use the elevator to get to second floor

2ND FLOOR

7. Stanley Coleman's Diary/Doll No. 3
8. Clue:
   My first is larger than the second;
   The second twice the third;
   The third smaller than the fourth;
   The fourth is half the first.
   Four of the numbers are not repeated
   Three are not in the top row
   Two are not in the right row
   One of the numbers is the final key
9. (Not on map) Type 8634 into keypad by the door
10. Tattoo on corpse's arm: "the start time is my key"
11. Diary/Doll No. 4. Whatever time the alarm clock shows, input that as a four digit code into the attaché case, and get the Instant Camera
12. First-Aid Kit x1
13. Nail Polish Remover, Perfume
14. Use Nail Polish Remover on key stuck to wall to get Stairwell Key
15. Use Stairwell Key here
16. Sub-machine Gun bullets x1
17. Sub-machine Gun
18. Use Camera near shelves for random 4-digit code
19. Diary/Doll No. 5
20. Sub-machine Gun bullets x2 (roof)
21. Diary/Doll No. 6
22. Save Point, Diary/Doll No. 7, Stun Gun Battery x1, Health Drink x2
23. Use 4-digit code on door here
24. Health Drink x2
25. Beef Jerky x1
26. Diary/Doll No. 8
27. Pick up telephone – cutscene talking to Leonard Wolf
28. Go through the door into an unmapped area – there's only one route through, so keep going until you get to the sigil. Clicking on it won't save your game (it's slightly different), but will show you a cutscene and transport you to the Otherworld. Go up the ladder and through the door on the right, and you'll be back on our map – but now on the 3rd floor.



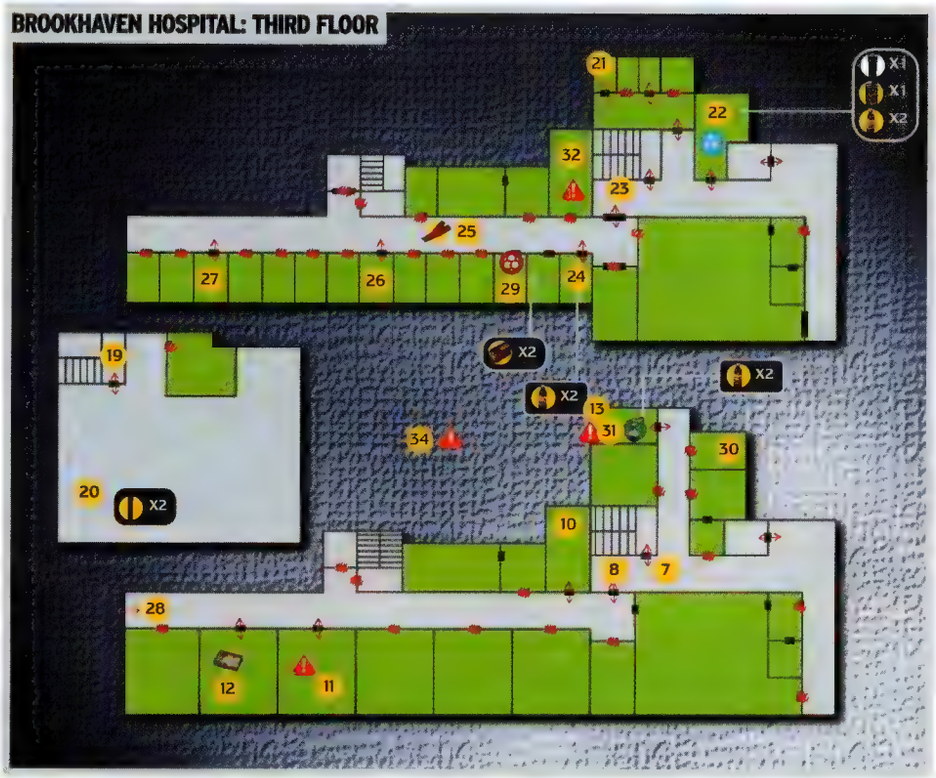
DRUG OF WAR: Extra medication is one fringe benefit of the creepy hospital.

TOP TIP

When creeping about the hospital wards you'll discover an area that's too small for you to squeeze through. Use the camera here, and Heather will reach behind the space and take a Polaroid of the four-digit code you'll need shortly.

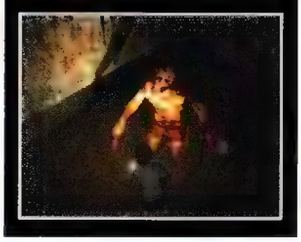
BROOKHAVEN HOSPITAL CONTINUED

29 Save Point, Bullets x2
30 Answer the phone in the locker for another cutscene
31 Plastic Bag, Health Drink x2
32 Use the Plastic Bag on the bucket of blood
33 Save Point, Ampoule x1
34 Take lift to '33' (not on your map), to get the combination for the padlock, check out the roman numerals scratched on the far wall, then look at the stretchers in that order, I to IV. The numbers on those stretchers make up the four-digit number. Get the Cremated Key.
35 Use the Cremated Key here
36 First-aid kit x2, ampoule x1, health drink x3,
37 Save Point, use blood on stretcher/altar, then go down the ladder
38 Boss – see Leonard box for tips. You wake up back in the hospital, in the normal reality, and find a talisman. Head out of the front door of the hospital for another cutscene. Back in your motel room, Vincent is waiting for you. Another cutscene, another destination – the amusement park. It's virtually a straight line to get there, easy peasy, lemon squeazy.



LEONARD

Leonard swims around in the sewage, emerging every so often from the scum to take a swipe at you. When he does, shoot him no more than three times with the Handgun. Do this and he'll sink back under the surface. Repeat until he finally dies. That'll teach you to impersonate Claudia's dad. Oh, and remember to keep R1 held down so you automatically track him.



KEY

ITEMS
- First-aid kit
- Ampoule
- Beef jerky
- Handgun bullets
- Health drink
- Shotgun battery
- Shotgun shells
- Sub-machine gun bullets

WEAPONS
- Handgun
- Katana
- Knife
- Nail
- Steel pipe
- Shotgun
- Stungun
- Sub-machine gun

EQUIPMENT
- Bullet-proof vest
- Flashlight
- Perfume
- Radio

EQUIPMENT
- Normal route
- Otherworld route
- Normal save point
- Otherworld save point
- Stairs
- Map
- Key items

LAKESIDE AMUSEMENT PARK

You'll remember the layout from the first time you were here, right back at the beginning of the game when Heather's caught in her dream sequence. You want to follow a similar path, into the circular walkway. Now run left until you get to the souvenir shop, pick up the Beef Jerky x1, Handgun Bullets x2, and First-Aid Kit x1. Make sure you save your game here and have a quick poke around the save point to locate the rollercoaster key.

Run to the left, and through the door. Avoid the two bandaged dogs and the spiky whirring thing, and go through the gate on the other side. Run past the ticket office and on up the stairs, all the way to the top. Turn the rollercoaster off using the key. Now climb inside and freshen up with the Health Drinks (x2) if need be. Head through the gates and out on to the rails. Run along them until you get a cutscene, revealing yet more of the plot.

When you clamber down, there's no way forward except for the big door. So go through, into the Borley Haunted Mansion entrance. There's a Save Point right before the front door.

In the first room is a voice you will grow to know. He tells you to enter the mansion proper when you feel ready, and there's nothing else to do or pick up in here anyway, so enter. The first room has nothing really to interact with, so listen to the voice and move on through. In the next room, trying to move to the door opposite will trigger a dead body falling from the ceiling, blocking your way, so go through the other door. The only way onwards is past the plunging spiked roof (which won't touch you).

Despite apparently being an exit, the doorway leads to the most annoying bit of the game yet. As you walk forward, a red glow will appear in the distance. If it catches you, you will shortly die. So run – ignoring the little cubby hole and the first door – until you get to the small set of stairs with a door. You will run faster if you unequip your bulletproof vest, and your weapon, especially if it's a big heavy one. The killer red mist will follow you through the next corridor too, but there are less distractions in this area, so run to the end, and through the door.

The next two areas are pretty heavily monster infested, but there's nothing to pick up, so keep running through. At one point you should find a medium sized room with a dead guy in a bloodied rabbit costume leaning against a wall just next to a gate. Through it is a bench on the left, upon which sits a Health Drink x1 and Shotgun Shells x1. It should be blatantly obvious what you need to do in this monster-free area – get up on stage and pick up the Red Shoe.

Before leaving, make sure you pick up the chain from one of the benches – it's dead easy to miss.

Use one end of the chain on the handle-looking part of the main column of the rocket ship ride, and the other on the nearby door that won't open. Just to the side is the control room, inside which are Sub-machine Gun Bullets x1 (or Handgun Bullets x1 if you aren't low on Sub-machine Gun Bullets) and the switch for the ride. Head through the door for a cutscene with Douglas.

Once it's over, head through the door you are facing and then into the building immediately on your right – the fortune teller's. There's a Save Point in here, along with the Doll head, and Douglas' notebook on a chair.

FAIRY WAIL: Hmmm... Now who needs the red slipper and who gets a little head?

CHARLES MANSION: It's in here that the falling body we mentioned blocks your path.

When you leave the fortune teller's, turn right and head through the door. You'll immediately see a Snow White and Cinderella mannequin. Use the Doll head on Snow White and the Red Shoe on Cinderella to activate the exit. The photos on the ground just beyond them are a clue to which items you've already given them, and can be ignored. Follow the tracks to the left, through the door, then into the next area. Take the door on the left. Monsters await beyond, so have a weapon ready before you enter. Run to the right, then left into the open area. There are two Stun Gun Batteries at the ice cream store on the right, and a gate at the opposite corner of this small square – this is your next destination.

The first bench on the left has a First-Aid Kit x1 then continue forward into the Happy Carousel. Find the only horse that isn't moving, and read the note pinned to its side:

"When 13 turns count 4, you will die from their curse. If you wish to escape, there is but one way out. To kill before you are killed: you will be saved by the 12th death."

Equip a weapon – the Katana is probably your best bet here – and then attack the moving horses one by one until they finally stop moving. Watch the cutscene that starts after that, and face up against what looks like an evil, Otherworld version of yourself.

ALESSA

In her first form, she will wield a knife, and is pretty easy to kill. She blocks most ranged attacks, but you can hit her when she goes for a strike. You can also block her with the Katana, if you press ○ at the right time. Every so often she will run away.

In her second form, she has a Handgun, so be a little more careful. She'll take a lot more hits, but will eventually go down...

Only to reappear with the Steel Pipe, damn her! This is a slower weapon, so use the Katana to get faster blows in, if you're short on Ammo. You can hit her loads of times, quite quickly, if you dart back as she swings and nip back in for extra blows.

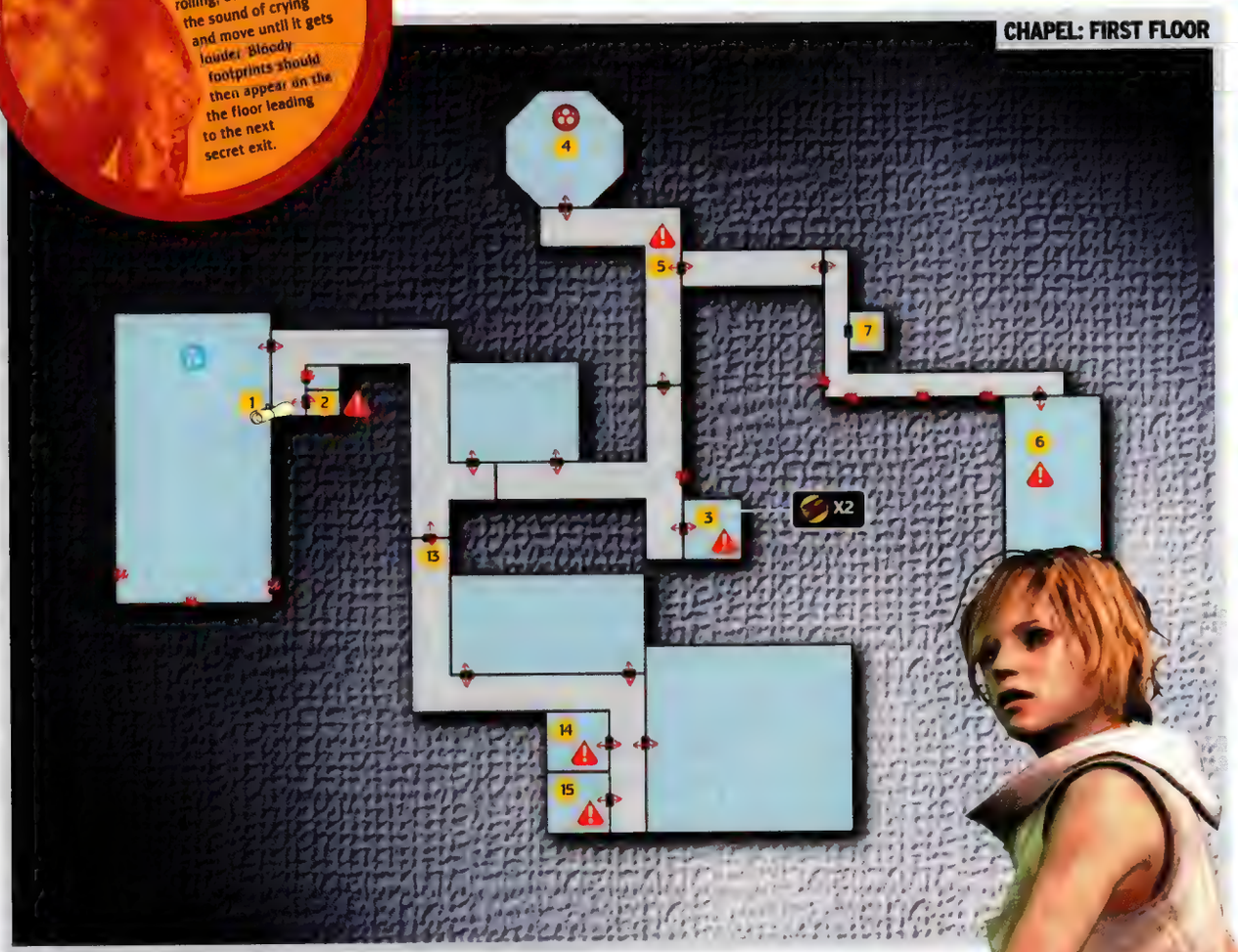
The fourth and final form has her wielding the Sub-machine Gun, of all things. Follow a similar strategy as her Handgun form. If she runs away and takes aim, make sure you have something between you and her.

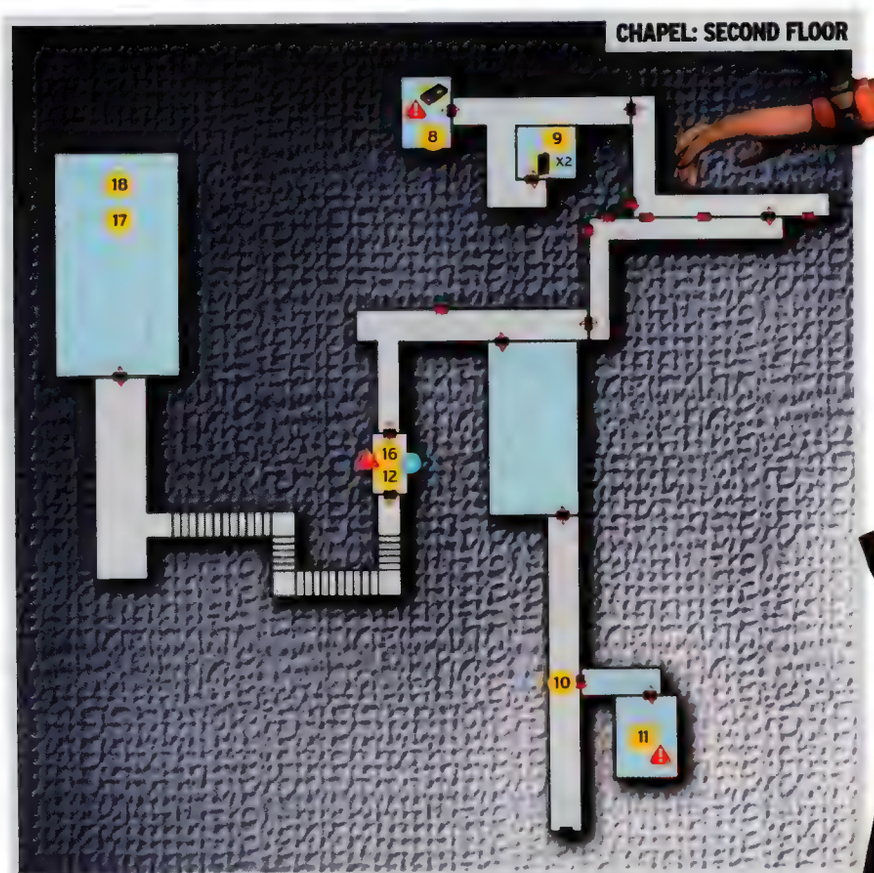
Once she's dead, take the only exit. Along the corridor, up the stairs, and through the last door you'll find the chapel. After a cutscene, pick up the "Eye of Night" tarot card from behind the altar and save. Go through the same door Claudia did, and on your immediate right is a map of the church.

TOP TIP

There are times in the Chapel when you'll think you've reached a dead end. To get things rolling, concentrate on the sound of crying and move until it gets louder. Bloody footprints should then appear on the floor leading to the next secret exit.

CHAPEL





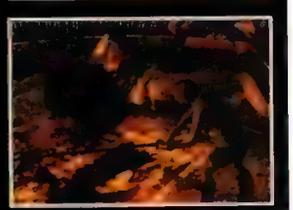
1. Map of the church
2. Confessional – you have a choice of forgiving her, or keeping quiet. It's entirely up to you
3. Bullets x2, Cassette Tape
4. Save Point
5. Picture of an angel – move it (if it doesn't give you the option, leave the area and return)
6. Moon Tarot Card (picking it up triggers a cutscene with Vincent, during which you'll receive the book Otherworld Laws)
7. Take the lift down
8. Hanged Man Tarot, Shotgun Shells x1
9. Your dad's Diary, Stun Gun Battery x2
10. Stop here and watch the footprints disappear into the wall – there's a secret door here, through which is another room
11. The Fool Tarot Card, Ampoule x1, and Bullets x1
12. Brass Key in your old bedroom
13. Use Key on door here – watch out, when you come back this way, the walls will be soaked with blood which can be disorientating, and there will be new monsters to avoid
14. Use the Cassette Tape in the tape deck
15. High Priestess Tarot Card, Claudia's Diary, Birthday Card
16. On the way back to your old room, blood will cover the walls again, but don't let it distract you on your way. Put the Tarot Cards in the door in the following pattern:

    Eye of Night – Blank – Moon
    High Priestess – Blank – Fool
    Blank – Hanged Man – Blank

17. After the lengthy cutscene, use your pendant
18. Another cutscene, after which click on the big hole.

FINAL BOSS: GOD

There's a fairly straightforward way of defeating this final boss, despite her being, well, a god. When you see her start to writhe about, fire at her with the Handgun until she slumps down to the ground. You need to aim for her head, and positioning is crucial. Run to the very top right of her head, and equip the Maul. Keep hacking away, and her arm slash attacks should go right through you, conveniently. She will eventually rear back up, so wait for your moment to shoot her again, and stay our of reach of her arms (keep close, and to her right, and her swipes will go over your head). You might as well use all the healing items you want, since you won't be needing them after this final challenge anyway. You'll get graded on a number of criteria at the end of the game, and given some cool rewards too, like weapons and outfits.



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PSM2

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トクセンジョウホウ

NEW SHOTS!

EXPECTED UK SEPTEMBER

CONFLICT DESERT STORM 2

Ku-wait-for-it! Wait for it! By the left, quick march to 1991 and the oil field of screams.

Let's get the rules of engagement straight from the off. Yes, you're trooping back to Saddam's homeland, yes, it's still GW1 and yes – once again – you're heading up a four-man team in the best squad-based military shooter to emerge as yet on PS2.

The Idea: Choose between UK or US special forces, then intermingle their unique skills – sniper, demolition, communications and heavy weapons – to liberate Kuwait.

Best Features: Pivotal haven't used the profits from the phenomenal sales of the last game to stock up on the stupid pills, so what you're getting here is something very like *DS1* only sexier, in a gun metal grey kind of way... The excellent command system's received a bit of a polish, but little else. The weapon set's pretty much the same – although the addition of flare pistols and phosphor grenades do turn up the heat. And the levels – although much more urban – can still be approached at either a crawl or a run. In fact, the most noteworthy changes come with the looks of the thing.

The sun rises, for a start. Get involved with any of the game's ten

TANK STAIN: Now you can use RPGs *and* the laser designator to take out heavy armour.

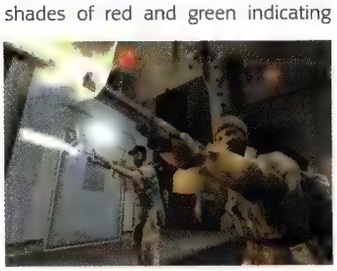
SUN OF A GUN: The day's not really realtime, but you do get the feeling of time passing as the mission progresses.

FACE OF CHAMPIONS: Pivotal are still debating whether to include the original quartet of troopers from the first title.

EXTRACTION FAN: There really is nothing like making it to the end of a mission intact.

LIGHT OF HAND: You can actually call in the air strikes this time using the dead beepy laser designator.

missions and, just like *Jak & Daxter*, the day now gently scrolls across the sky. Plus, it's realtime lighting inside as well as out, with poppable bulbs bringing your team's nightvision goggles into play. Character models and level textures have also been buffed, while tracer fire now comes in shades of red and green indicating whether it's friendly or hostile – something that would definitely have come in handy during the last middle eastern bun fight.



Wanna know the best bit we've seen so far? A group of Iraqi troops emerging from the cloud of a smoke grenade only to retreat back into it as soon as they came under fire. Impressive. And the developers claim that they've *still* got work to do on both the team and enemy AI...

Bottom Line: For the moment we're all checked kaffiyehs and smiles, and this despite the knowledge that the framerate still needs to be optimised and *Freedom: Battle for Liberty Island* is also on the way.

ANTICIPATION ★★★★

SHADE MAN: The realtime lighting means nightvision goggles are more relevant this time.

EXPECTED UK LATE 2003

QUIDDITCH WORLD CUP

Balls to this. Four of them in fact. The Quaffle, two Bludgers and the winged Fabergé egg known as the Golden Snitch. God only knows how EA are ever going to make this work but, on previous experience, there's little doubting they will.

The Idea: You want the rules? Forget the rules. The only thing you need to know is that the game ends once the Snitch has been caught. Whoever catches it scores a whomping 150 points which can only be beaten if the other team score over 15 conventional 'goals' while their keeper retains a clean sheet. Sound like bollocks to you? You may well have a point.

Best Features: You can play as any of the four Hogwarts houses – Gryffindor, Slytherin, Hufflepuff and Ravenclaw – or, if you fancy, one of the international teams. How it'll all play is another matter entirely. Current office opinion favours a messy combination of pre-match tactical screens coupled with the ability to switch between your seven players depending on what would most benefit your team at any given time. Woolly we know, but as you'd imagine, this isn't a 'sport' that easily lends itself to videogame conversion.

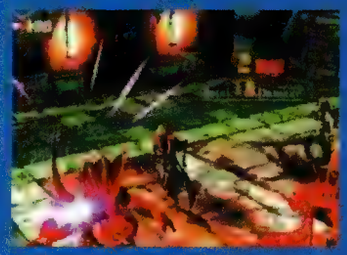
Bottom Line: If we're struggling with ideas of 'Snitch alerts' and just how exactly you'd direct a Bludger, then you can bet the EA coders are doing exactly the same.

ANTICIPATION ★

BALLS I SCREAM: As a Seeker, Harry hunts the Snitch while avoiding Beaters and Bludgers. Eh?

CAST IRON: The different roles will only work if the game mechanics are tighter than a gnat's chuff.

GLOBE POTTER: Check out the snowy backdrop. The international flavour will extend to the arenas as well.



EXPECTED UK AUTUMN 2003

CASTLEVANIA

The Idea: Whip crack wa-hey as the Belmont family turn their back on 2D flatness and head for the 3D big screen.

Best Features: *Castlevania* – or *Castlewania* if we're to use the correct Transalwanian parlance – is back with PSone guru Koji Igarashi at the helm once again. As a result, this'll be the first of Konami's vampire hunters to appear on PS2. It'll be set in the 11th century and will see you playing a completely new member of the Belmont family. Over and above these opening details, though, it's a run of blood-soaked anticipation, multi-directional whip action, secret areas and more of those natty transformations into various hideous creatures of the night.

Bottom Line: Dante's done this kind of thing already, and from the looks of the code that we've seen so far, there's really not a hell of a lot that's different going on here.

ANTICIPATION ★★★

EXPECTED UK TBC

THE SUFFERING

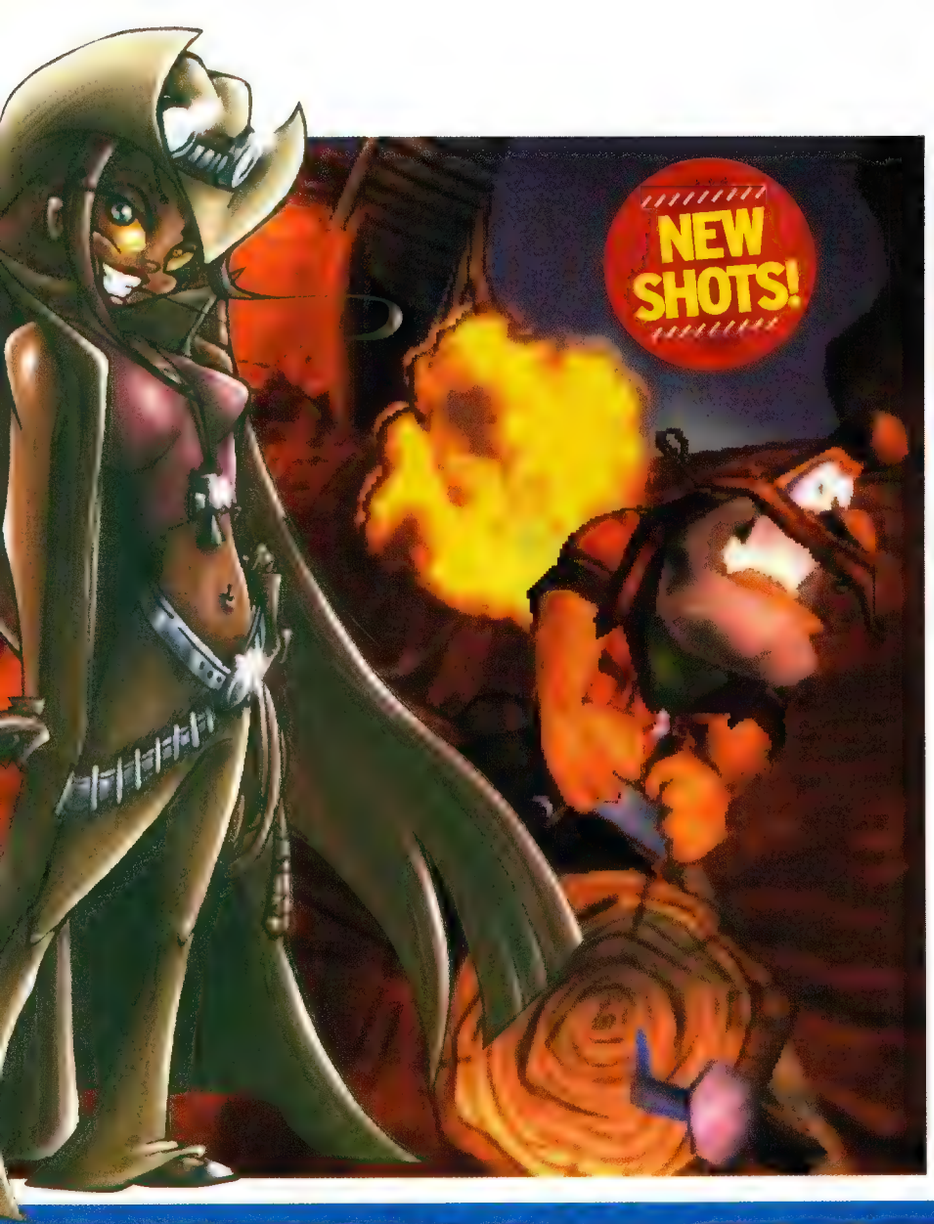
The Idea: The last pile of evil we saw that was set in a maximum security prison was *Twin Calibre* – and what a rancid pile of plug spuff that was. Push bad memories aside, though, this is Midway doing a Blade/The Green Mile cross over.

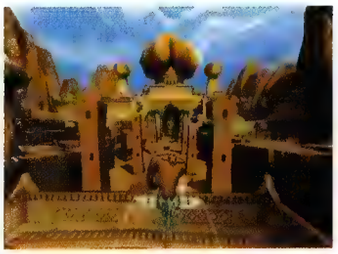
Best Features: Experience the thrills of death row from the comfort of your own home as scary lead character Torque heads out on a rampage against various gangs of resurrected mass murderers.

To aid him in this extended round of corpse ripping, he's got ten different weapons to use at his whim *and* the ability to mutate into a Mr Hyde-styled walking nightmare to scare the daylights out of those dastardly enemies. So, about as far as you can get from *Everblue*.

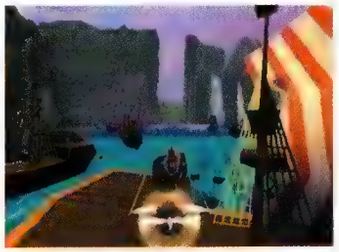
Bottom Line: Banged up, but potentially bang on the money too. Worth waiting for.

ANTICIPATION ★★★





PILOT FLIGHT: Johnny Turbine's flight jacket was last seen warming the pecs of Mickey Rourke.



SKULL CHUGERY: Predictable pirates! What about a level made out of ice cream or something?

EXPECTED UK LATE 2003

FREAKY FLIERS

Le freak, c'est chic, non? Only if you're stuck in some kind of nightmarish '80s Littlewoods Index catalogue time warp where flight jackets are still 'in'. Crass costumes aside, is this the PS2 karter we've all been waiting for?

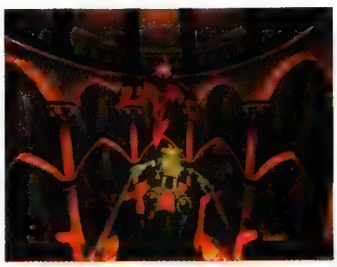
The Idea: OK, so 'karter' is a pretty loose term to attach to this aerial spatfest, but, with *Bomberman* still an unfortunate no-show so far, this could well be our best bet at some fresh diddy racing.

Best Features: Everything necessary has been included; 33 suitably whacked out characters, piles of power-ups and shortcuts, plus a dead swish stunt button that allows you to loop, spin and barrel roll out of impending trouble.

Plaster everything across some cliché-ridden haunted/lava/snow world levels, give them exciting names like Exotic Danger Island, then scarper with a suitcase full of used notes. To be fair, what we've seen of the game has been encouraging. It zips about at an impressive pace, there's a respectably high ceiling for acrobatics and the interaction between characters as they race is definitely grinworthy at times.

Bottom Line: Why any karter should miss the trick of having a four-way split is beyond us, but that's exactly what they've done here. Go figure...

ANTICIPATION ★★



HEAVY JETTING Minarets, genies and lava. It's all your New York bath house dreams come true.

EXPECTED UK AUTUMN 2003

BATMAN: RISE OF SIN TZU

The Idea: Bats, naturally, but the cartoon Bats rather than the real Bats, going up against a new oriental style of bad dude.

Best Features: We hated the last cartoon tie-in from Ubi Soft, thanks to it being about as structured as a duffle bag full of rice pudding. But, there are some features here that – curse them – have sparked our interest once again. Paramount among them is the fact that you can now play a two-player co-op mode where one of you gets to be Bats, while the other pulls on the tights of either Robin, Nightwing or <knee tremble> Batgirl.

Bottom Line: If the camera problems that plagued the original return, we'll kick it's face off.

ANTICIPATION ★

EXPECTED UK TBC

ROADKILL

The Idea: *Twisted Metal Black* in all but name. Nuff said.

Best Features: Well, as far as approximations of the above Sony game go this is, a) looking a lot brighter, b) running at a comparable speed, and c) turning up with two attractive additional features to get you supposedly drooling in anticipation. AI player controlled vehicles mean that you now get yourself a 'wingman' that you can order about in a *Starfighter* style while the opportunity to perform a car-to-car jacking when the need arises adds a welcome touch of *Vice City* to the proceedings.

Bottom Line: Thirty weapons. Check. Twenty-four cars. Uhuh. But still a very derivative game which ever way you look at it.

ANTICIPATION ★★

EXPECTED UK LATE 2003

PRINCE OF PERSIA: THE SANDS OF TIME

The Idea: The platform hero formally know as The Prince joining the growing ranks of other classic characters recently 3D-ised.

Best Features: This one's already looking swish, and news that the Prince's physical appearance will gradually deteriorate the more scraps he gets into adds an interesting twist. As does the approach to combat and platforming in a truly free-roaming environment. So far we've seen the game's hero dispatch enemies with twin blades, side kicks, and acrobatic moves that have left more than a hint of *Tomb Raider* in the aftertaste.

Bottom Line: We've seen old-skool class wrecked a thousand times over. Let's hope something remarkable happens here.

ANTICIPATION ★★★

EXPECTED UK TBC

SX SUPERSTAR

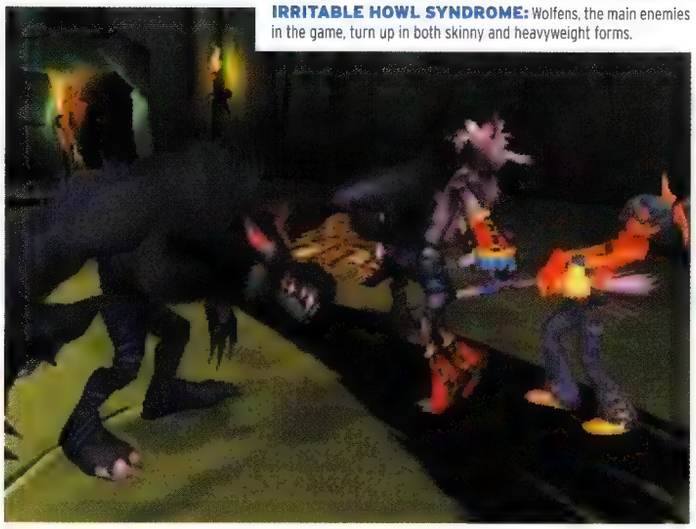
The Idea: Twenty-four eager unrecognisable faces from the dirt track massive all cleaned up and ready for you to chuck about.

Best Features: The very *TOCA*-like front-end where you can nurse your wannabe dirt bike hero from scummy bedsit origins to palatial glory. Sadly, outside of that you're looking at a largely below-par scrambler with this one. It's a veritable catalogue of miserable mistakes and lazy coding, complete with unclear track layout, stupidly placed reset points, a hard-to-master trick system and bikes that sound as if you've just popped gnats in each ear.

Bottom Line: When the rain effects and the fact that you can pull wheelies are the highlights of our first play, then you've really got to worry.

ANTICIPATION ★★

FIRST LOOK!



IRRITABLE HOWL SYNDROME: Wolfens, the main enemies in the game, turn up in both skinny and heavyweight forms.

EXPECTED UK AUTUMN 2003

KYA: DARK LINEAGE

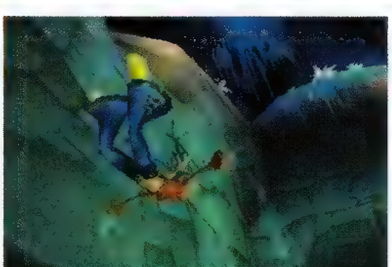
As predicted the makers of *V-Rally* have decided to do another off-road title. Only this time there's a g-i-r-l instead of a car and large furry animals instead of... Wait a minute, this isn't a rally game at all! And you thought '*Splinter Cell* - from the makers of *Rayman*' was a shocka.

The Idea: Aha! You see, it's a free roaming action adventure – no one likes calling them platformers these days, y'know – with you starring as the sex-ay Kya out on a search for her recently lost brother. Whoa! Now that's what we call a plot...

Best Features: Kya's use of magic has resulted in some impressive screenshots. Her ability to ride wind currents, for instance, has meant that transitions between the game's nine levels are never dull. Seeing her freefall and then track down ravines inches above the deck is a nice take on Ratchet's flying skills, while her ability to tame and ride wild creatures has more than a sniff of the *J&D*s about it. We could also blab on about upgradable weapons, multiplayer mini games and 34 side quests but, hey, we've got to hold something back for our gloves-off preview post E3.

Bottom Line: Everyone's doing a platformer at the moment and Sony are holding a commanding lead with *J&D 2* and *R&C 2*...

ANTICIPATION ★★★



DROP AND BUCKET: Kya's world is multi-layered - the only way to get from level to level is to fall off the edge.

NEW SKIDS ON THE BLOCK: Just like Disney's Tarzan, Kya also gets to slide down the odd vine.

BORN RIDER: Not only can Kya train beasts of burden she can also chuck her glave-like weapon from the saddle.

NEW SHOTS!

MONU-MENTAL: We have to say the game's architecture really does capture a sense of place.

ETCH IT BOY: It's an Egypt of the imagination resulting in plenty of hieroglyphic-inspired monsters.

EXPECTED UK OCTOBER 2003

SPHINX

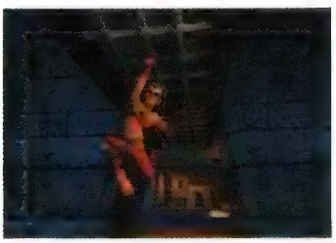
Pyramid tea bags, pyramid letters, pyramid... erm... Well, like we've said already, everyone's doing a free roaming platformer and here's THQ's 'walk like an Egyptian' take on the genre...

The Idea: Mummy I'm scared! Oh yeah. Bouncing over palm trees, kicking away asps in your sandals, and tussling with Set, the nasty god of the underworld, somewhere up the Nile delta.

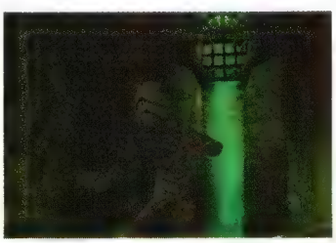
Best Features: Jak gets Daxter, Ratchet gets Clank and hero Sphinx gets... gets... a hi-larious mummy sidekick. Mummy's are *brrrilliant*! He can also possess other characters, capture beetles – god only knows what for – and take down over 50 enemy types using such weapons as ice, acid and bouncing darts as well as his trusty sword. Oh, and he's got five massive worlds filled with impressive architecture to do it all in.

Bottom Line: We're quite into the whole ancient Egypt thing – makes for a change, eh? – but PS2's filling up with this kind of game faster than Rik Waller at the 'all-you-can-eat' £5 curry buffet. So, if this one's anything less than outstanding...

ANTICIPATION ★★



HANG SLIDER: As with all platform heroes these days, Sphinx is as nimble as a squirrel.



DON'T TALK WRAP: The mummy bumbles along like a grey twiglet, attacking our Sphinx.

EXPECTED UK TBC

LMA MANAGER 2004

The Idea: The next yearly instalment in the ever growing, ever improving superlative soccer team management sim.

Best Features: Gutted. That's what we are, simply gutted that neither the online transfer market nor the voice activated dugout commands we heard whispers about have made it into this latest PS2 version. Oh well, we'll just have to console ourselves with over 19,000 players to choose from and the opportunity to buy in players from the Brazilian, Argentinian and Chilean leagues. Which isn't really that shoddy, we have to agree.

Bottom Line: Not the splash of innovation we were hoping for, but still the best manager out there.

ANTICIPATION ★★★

EXPECTED UK TBC

MEGAMAN X7

The Idea: The blue wrist rocket launcher returns, but this time in big, bold 3D – well, kinda...

Best Features: It's more of an odd hybrid of 2D and 3D, much like *Klonoa*, where the usual side-scrolling sections get mixed up with into-the-screen rampages.

As far as we can tell at this stage though, it'll still be the same combination of scrabbling about, grabbing power-ups and turning anything that moves into a frazzle. Fans of the series (apparently there are some) might also be impressed with the fact that both Zero and Axl turn up as playable characters as well. The rest of us? Well, we'll just continue not giving a shit.

Bottom Line: All very shooty shooty by the looks of it.

ANTICIPATION ★★

EXPECTED UK LATE 2003

ARC THE LAD: TWILIGHT OF THE SPIRITS

The Idea: An RPG where you play two characters set either side of a warring faction that's threatening to destroy the land.

Best Features: Play half the game as human Kharg and half as demon Darg Neat, especially when you realise what the relationship is between the two about three hours in (say no more). Disappointingly, this doesn't include the online features we were lead to believe it would include. So, just another OK RPG with a strategy battle system attached a la *Front Mission 3*.

Bottom Line: It's about to receive a translation into English for the US market, so there's some hope of us seeing it over here.

ANTICIPATION ★★

EXPECTED UK LATE 2003

NAVAL OPS WARSHIP COMMANDER

The Idea: A fleet of battleships are transported into an alternate dimension to wage aquatic war against an evil empire. Really.

Best Features: Mad as a slotless toaster, but actually *play* this battleship sim and you'll find yourself (ahem) immersed. The shadows cast by your ship may seem as flat as the sea you're floating on, but manoeuvring yourself into a position to broadside an enemy while managing all your weapon systems is pleasantly tricky.

Bottom Line: Upgrade to laser weapons, build you own ship from scratch... It's like a little bit of Sink of the Bismarck on a disc.

ANTICIPATION ★★★

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Sshow, P-Esh-M2 have got the exshclusive on James Bond's latest. Ssshocking...

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E3 EYESPY

It's all very well playing the latest *Hoards of the Underdead* game before anyone else, but there's one E3 game we particularly enjoy. Gotta get 'em all...

KAZ HIRAI (NB: MUST BE HOLDING THE NETWORK ADAPTOR)

AN AMERICAN (IN A HAT)

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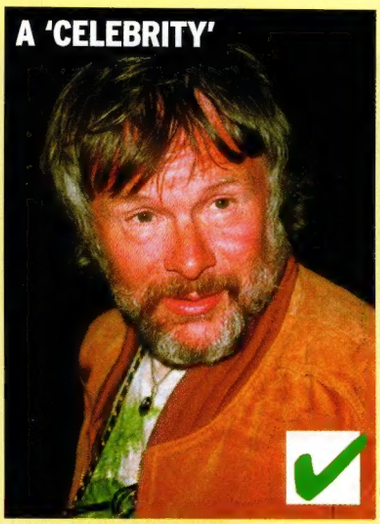
EXCITED JOURNALISTS

AN INFLATABLE LADY

A 'CELEBRITY'



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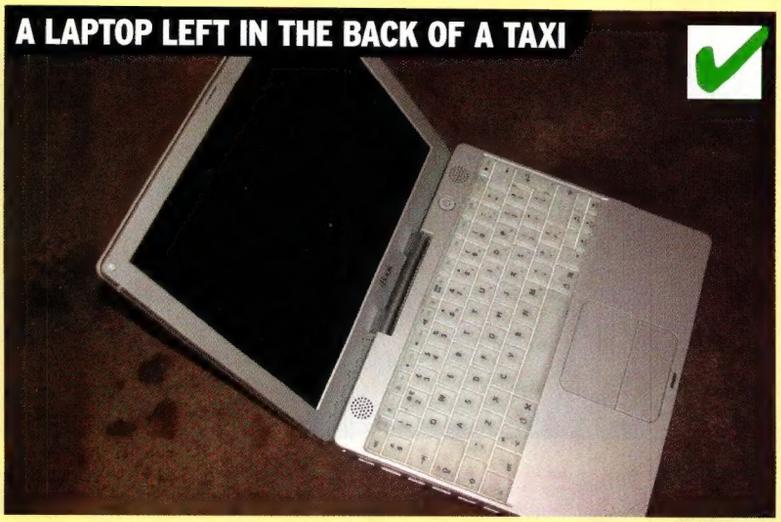
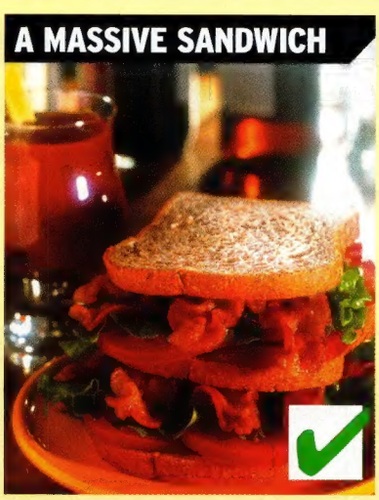
A LAPTOP LEFT IN THE BACK OF A TAXI



A BOX OF SICK

A MASSIVE SANDWICH



A WAD OF BLANK TAXI RECEIPTS

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210174

210164

210165

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141961

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141245

142096

141668

141717

141286

141822

141261

142015

141462

142059

142095

142036

142088

141796

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131153

131396

131693

131688

131444

131576

131725

131563

131706

131631

131723

131121

131682

131692

131797

131758

131561

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FRAME 8

FRAME

180056

180015

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IN DA CLUB - 50 Cent	112440	NOT GONNA GET US - TATU	112486
ROCK YOUR BODY - Justin Timberlake	112508	GOSSIP FOLKS - Missy Elliott	112461
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MAKE LOVE - Room 5	112465	21 QUESTIONS - 50 Cent ft Nate Dogg	112582
ALL I HAVE - Jen Lopez feat LL Cool J	112359	NO GOOD ADVICE - Girls Aloud	112612
WEEKEND - Scooter	112466	X GONNA GIVE IT TO YA - DMX	112617
FAVOURITE THINGS - Big Brovaz	112560	I CANT READ YOU - Daniel Bedingfield	112475
BOYS OF SUMMER - DJ Sammy	112387	PATIENTLY WAIT.. - 50 Cent ft Eminem	112598
LOSE YOURSELF - Eminem	112289	SUPERSTAR - Blazin Squad	112519
CRY ME A RIVER - Justin Timberlake	112360	GET BUSY - Sean Paul	112634
BEAUTIFUL - Christina Aguilera	112356	BATTLE SPEED - Nike Football Ad	112633
MESMERIZE - Ja Rule	112365	TAKE YOUR SHOES OFF - Cheeky Girls	112627
ALL THE THINGS SHE SAID - TATU	112335	BROKEN BONES - Love Inc	112632
HUSAN - Theme from Peugeot Ad	112586	FIGHTER - Christina Aguilera	112649
SUPERMAN - Eminem	112427	GOODBYE - S Club	112661

*YES!!! All our pre-released and chart ringtones are Monophonic and Polyphonic **

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chart

DIRRTY - Christina Aguilera	112256
SPIRIT IN THE SKY - Gareth Gates	112480
CLOCKS - Coldplay	112439
SKATER BOI - Avril Lavigne	112306
YEAR 3000 - Busted	112344
CRASH AND BURN - Busted	112523
TONIGHT - Westlife	112488
LATELY - Lisa Scott Lee	112659
LOVE AINT GONNA WAIT - S Club	112662
FORGET ABOUT TOMORROW - Feeder	112664
VIRTUALITY - V Birds	112665
THE KETCHUP SONG - Las Ketchup	112176
BEING NOBODY - Lib. X vs Richard X	112460
FREE ME - Emma Bunton	112618
LOVESONG - Amiel	112626
YOU PROMISED ME - In-Grid	112630
LIGHTS OUT - Lisa Marie Presley	112631
COME UNDONE - Robbie Williams	112482

reggae

GIMME THE LIGHT - Sean Paul	112422
NO WOMAN NO CRY - Bob Marley	111331
HEY SEXY LADY - Shaggy*	112245

hip hop

BUMP BUMP BUMP - B2K ft P Diddy	112355
SING FOR THE MOMENT - Eminem	112406
8 MILE - Eminem	112376
03 BONNIE & CLYDE - Jay Z /Beyonce	112327
WITHOUT ME - Eminem	111952
EXCUSE ME MISS - Jay-Z	112494
I CAN - NAS	112528
HEY MA - Cam'ron	112386
CANT LET YOU GO - Fabolous	112628
BEAUTIFUL - Snoop Dogg	112511
I KNOW WHAT .. - Busta Rhymes	112561

r&b

IGNITION - R Kelly	112588
DILEMMA - Nelly ft. Kelly Rowland	112221
SCANDALOUS - Mis-Teeq	112444
NU FLOW - Big Brovaz	112232
STOLE - Kelly Rowland	112346
WORK IT - Nelly ft. J. Timberlake	112423

dance

LONELINESS - Tomcraft	112576
MOVE YOUR FEET - Junior Senior	112441
HEAVEN - DJ Sammy	112229
YOU'RE A SUPERSTAR - Love Inc	112329
SHAKE YOUR SHIM.. - Porn Kings	112463
FOREVER YOUNG - Interactive	112458
AT THE END - HO	112629
POSSE - Scooter	112282
CANT MAKE UP .. - Sonique	112663
DAMAGED - Plummet	112567
I WANNA DANCE .. - Flip N Fill	112334
RHYTHM IS A DAN.. - Snap	112485
FIELD OF DREAMS - Flip N Fill	112608
THE LOGICAL SONG - Scooter	111965

rock

CANT STOP - Red Hot Chilli Peppers	112404
SWEET CHILD O MINE - Guns & Roses	111258
LIVING ON A PRAYER - Bon Jovi	111376
BAT OUT OF HELL - Meatloaf	111286
BROWN EYED GIRL - Van Morrison	111327
HOW YOU REMIND ME - Nickelback	111671
ALL ABOUT LOVING YOU - Bon Jovi	112656
BRING ME TO LIFE - Evanescence	112651
JUST LIKE A PILL - Pink	112149
FOR YOU - The Calling	112524
THE ZEPHYR SONG - Red Hot Chilli 's*	112260
BY THE WAY - Red Hot Chilli Peppers*	111998
EYE OF THE TIGER - Survivor	112456
BOHEMIAN RHAPSODY - Queen	111289
ENTER SANDMAN - Metallica	111371
WE ARE THE CHAMPIONS - Queen	111171

nu metal

LIFESTYLES OF THE...Good Charlotte	112388
SOMEWHERE I BELONG - Linkin Park	112442
SHE HATES ME - Puddle Of Mudd*	112163
SMOOTH CRIMINAL - Alien Ant Farm	111377

indie

SEVEN NATION ARMY - WhiteStripes	112604
FOOLS GOLD - Stone Roses	111230
THIS IS LOVE - PJ Harvey	112643
OUT OF TIME - Blur	112522

party time

THE CHEEKY SONG - Cheeky Girls	112313
ONE STEP BEYOND - Madness	111278
KUNG FU FIGHTING - Carl Douglas	111419

ibiza 2003

77 STRINGS - Chamonix	112616
LETS GET ILL - P Diddy & D. Emerson	112614
MY TIME - Crystal Waters	112615
MY LOVE IS ALWAYS .. - Saffron Hill	112574

urban

ALL OVER - Lisa Maffia	112527
MUNDIAN TO BACH KE - Panjabi MC	112342
DY-NA-ME-TEE - Miss Dynamite*	112026
DON'T MUG YOURSELF - The Streets*	112273

sixties

TUBULAR BELLS - Mike Oldfield*	111403
VOODOO CHILE - Jimi Hendrix	111305
LIGHT MY FIRE - The Doors	111414
GOOD VIBRATIONS - Beach Boys	111458

football

GLORY GLORY - Man Utd*	111353
WHEN THE SAINTS... - Southampton	112645
GO WEST - PET SHOP BOYS - Arsenal	112647
YOU'LL NEVER WALK ALONE - L'pool*	111351
GREAT ESCAPE - Sheff. Wednesday	111354
NEWCASTLE ANTHEM - Newcastle*	111357
BLUE IS THE COLOUR - Chelsea*	111348
MARCHIN ON TOGETHER - Leeds*	111350

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IBIZA CLASSIC - 119932
• GROOVEJET - *Spiller* • TOUCH ME - *Rui Da Silva* • CAFÉ DEL MAR - *Energy 52*

MICHAEL JACKSON - 119936
• BAD • BEAT IT
• BILLIE JEAN

HIP HOP CLASSICS - 119939
• CALIFORNIA LOVE - *Dr Dre /Tupac* • REGULATE - *Nate Dogg & Warren G* • GANGSTAS PARADISE - *Coolio*

MONOPHONIC & POLYPHONIC

themes

ONLY FOOLS AND HORSES	111369
MISSION IMPOSSIBLE	111121
ROCKY - Jogging Theme	112481
SCOOBY DOO	111142
PHOENIX NIGHTS - Title Music	112364
AXEL F - Beverley Hills Cop	111601
ROCKY	111141
JAMES BOND	111119
T-ZONES AD - This Is Love/PJ Harvey	112643
VODAFONE LIVE AD - Mock Turtles	112405
THE SECRET LIFE.. - Death Defy	112639
MUPPETS	111134
WINNIE THE POOH - Theme	111613
SEX AND THE CITY - Theme	111673
KNIGHT RIDER	111127
HARRY POTTER - Theme*	111548
THE A TEAM	111115
GOOD BAD AND THE UGLY	111181
BIG BROTHER *	111342
FRIENDS	111152
MAIN THEME - Star Wars	111125
MATCH OF THE DAY	111126
EXORCIST	111871
FORMULA ONE*	111610
AUF WIEDERSEHN PET	112577
BANANA SPLITS	112578

*Denotes monophonic only.

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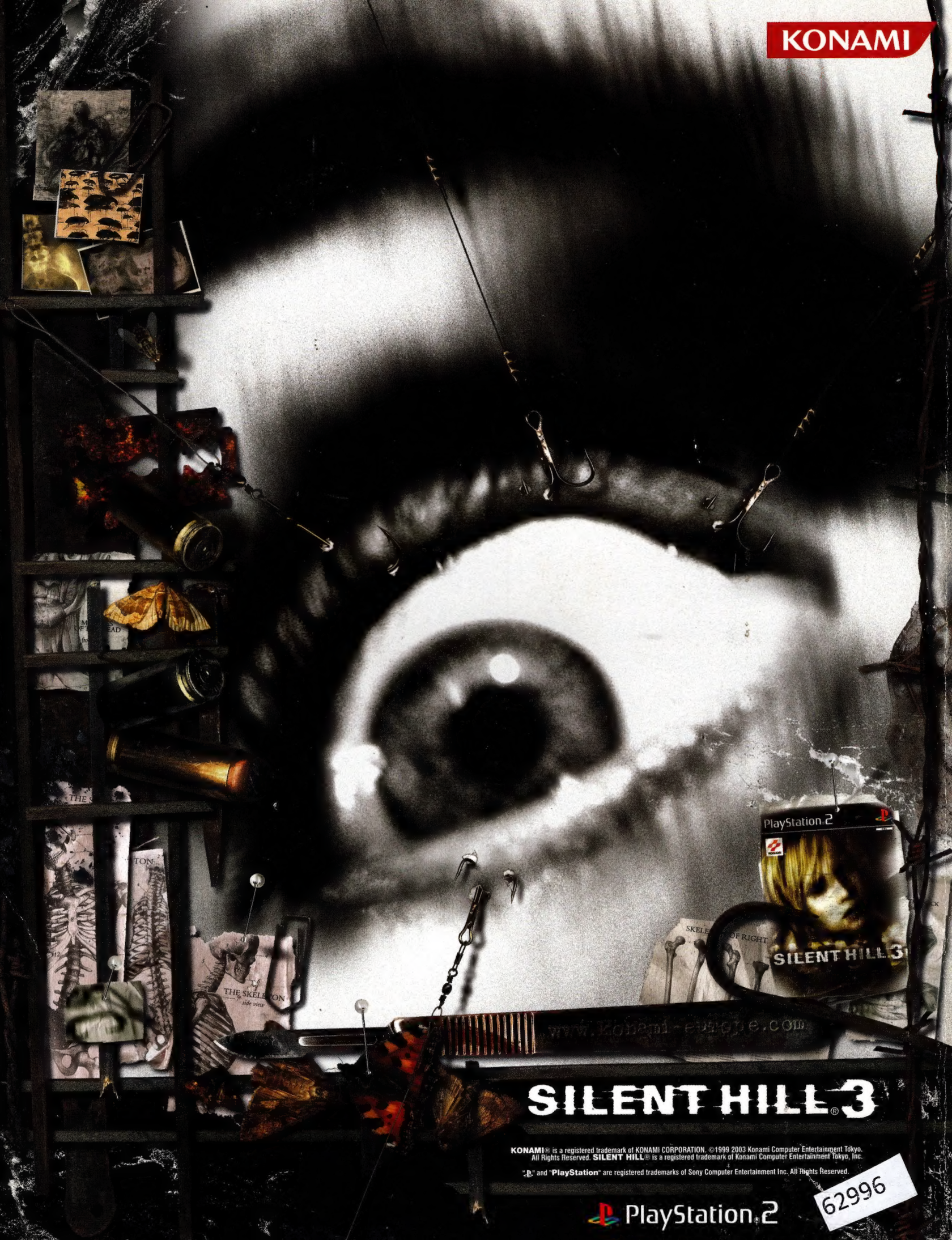
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